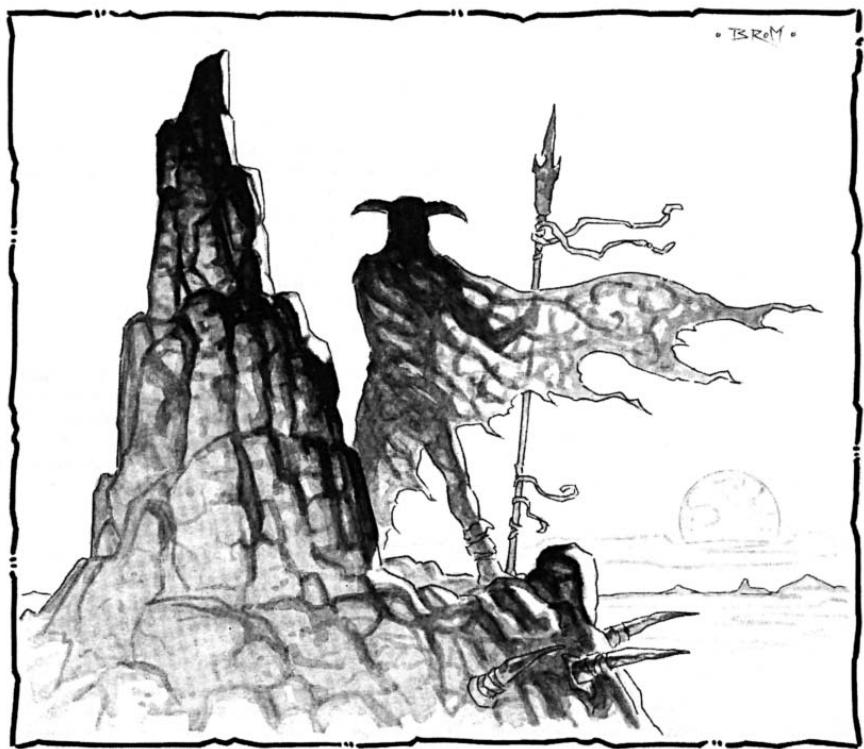


* TABLE OF CONTENTS *

INTRODUCTION	1	CHARACTER RACES	19
<i>World of Dark Sun</i>	1	Dwarves	19
What Comes with This Game?.....	2	Elves.....	19
Copy Protection	2	Half-Elves.....	19
Using the Mouse.....	2	Half-Giants	19
Using the Keyboard.....	2	Halflings.....	20
Getting Started Quickly with a Pregenerated Party.....	2	Humans	20
JARETH'S JOURNAL	3	Muls	20
HOW TO PLAY SHATTERED LANDS.....	5	Thri-kreen.....	20
Adventuring and Combat	5	CHARACTER CLASSES	21
Character Interaction.....	7	Fighters	21
Camping.....	7	Gladiators	22
Training.....	7	Rangers	22
Spellcasting / Psionics	7	Preservers	23
CREATING YOUR PARTY	8	Clerics.....	23
Creating Characters.....	8	Druids	24
Adding Previously Created Characters.....	11	Thieves	25
Modifying Your Party.....	11	Psionicists	25
CHARACTER OPTIONS	11	OTHER CHARACTERISTICS	26
View Character.....	12	Alignment.....	26
View Inventory.....	13	Armor Class.....	27
Cast Spells / Use Psionics	15	Hit Points.....	27
Current Spell / Effects	15	Experience Points	27
GAME MENU.....	16	Level.....	28
View Character.....	16	THACØ	28
View Inventory.....	16	BESTIARY.....	29
Cast Spells / Use Psionics	16	Creatures of Shattered Lands	29
Current Spell / Effects	16	Detailed Descriptions of New Monsters	36
Exit to DOS.....	16	MAGIC	55
Load / Save Game.....	16	Preserver Spells	55
Set Preferences	17	Cleric Spells.....	67
Overhead Map.....	17	PSIONICS.....	79
Center on Leader.....	17	Psychokinesis.....	80
Collapse Party.....	17	Psychometabolism	81
Walk.....	18	Telepathy	84
Look	18	APPENDIX	87
Attack.....	18	Preserver/Cleric Spell Index.....	87
Return to Game.....	18	Psionic Power Index	89
ABILITY SCORES	18	Racial Ability Adjustments Table	89
		Level Advancement Tables	90
		Spell Progression and Spell Bonus Tables	91
		Hot Keys.....	92

* INTRODUCTION *



The World of Dark Sun

Athas, the world of Dark Sun, was once as pleasant as any other. But, after many thousands of years, powerful mages found ways to gain power through draining the planet's vitality. At their zenith, these wizards caused the sun to transform from a pleasant yellow glow to a raging crimson fireball on the horizon. The seas evaporated and were replaced by huge basins of silt.

Mines played out, rendering metal extremely rare and valuable. Scarcer still were any sources of water. The creatures of Athas were twisted by the free use of magic. They constantly adapted to the harsh conditions. New monsters emerged from the deep desert to plague the remnants of man.

Now the only stable concentrations of humanity are in tightly controlled city-states. Without exception, these are ruled by vicious sorcerer-kings — the last remnants of the wizards who depleted Athas. These kings call themselves gods and rule through a religious organization known as the templars. Their rule is uniformly

harsh and capricious, and a large proportion of the populace is enslaved. Only the strongest can feel any measure of safety because the templars can condemn anyone without a trial.

The few places with any freedom are isolated villages founded by escaped slaves. Though free, life in the wastelands is precarious. Water supplies can fail, marauding monsters can devastate a village, and slavers are a constant threat. Until these tiny villages can look beyond day-to-day survival and ally with one another, they are unlikely to survive more than a few years.

SHATTERED LANDS takes place in and around the city-state of Draj, ruled by the sorcerer-king Tectuktitalay.

What Comes with This Game?

In addition to this rule book, your game box should contain the game disks and a data card. This rule book explains how to play, and gives you valuable reference information on characters, monsters, spells, and psionics. The disks contain the game. Install the disks by following the instructions listed on the data card.

Copy Protection

There is no physical copy protection on your SHATTERED LANDS disks, so please make copies and put the originals away for safekeeping.

To assure that you have a legitimate copy, there are copy protection questions during the game. Find the indicated word in this rule book, type the correct answer, and press Enter. Do not count headings.

Using the Mouse

You need a mouse for this game. A note to novice users: throughout this book, the term "click" means move the cursor to the desired area and press either the left or right mouse button. "Right-click" means move the cursor to the desired area and press the right mouse button. "Left-click" means move the cursor to the desired area and press the left mouse button.

Note that you can hit Esc to exit any menu in the game.

Using the Keyboard

Operations in this game are designed for the mouse, but certain functions do have keyboard commands. See the "Hot Keys" section on page 92 or the data card for a complete list.

Getting Started Quickly with a Pregenerated Party

A saved game containing a pre-built party comes with your game. To get right into the game without creating your own party, select START GAME from the Start Window. The game automatically loads the pre-built party, and you immediately enter the game.

* JARETH'S JOURNAL *

I am Jareth, an itinerant bard, lately of Draj. I had the dubious honor of spending time condemned to the arena — a noble whom I poisoned regrettably survived. Thankfully, my family was able to bribe a templar with some magic fruit.

While locked in the slave pens, I was able to learn about the other slaves' lives. These illuminate the great challenges of surviving in Draj. The slave most philosophical about his plight was a half-giant named Gareth. A gladiator of some repute, he had won many matches for the noble house of Tehuactl. He also had a misguided loyalty to his master. Thus when a templar came and suggested he lose his next match, Gareth broke the templar's neck. In return, his master declared this an escape attempt and condemned him to die in the royal slave pens. He is still not bitter, but now seeks to escape to freedom.

One of the most bizarre prisoners is the thri-kreen, Tarim. She had been hunting city troops on the salt flats west of Draj, when she was trapped by a powerful templar. Rather than kill her outright, the templar sent her to the arena, so that her death could entertain the masses. While she doesn't mind the fight, she misses the hunt and the freedom of the wasteland.

Selucus was a favorite of the sorcerer-king, destined to become one of the great gladiators of his time. He was pampered and allowed to spend time unescorted in the city. Alas, his brilliance led him to temptation. The Veiled Alliance convinced him to learn the ways of the preservers. Foolishly, he set aside his gladiator's weapons and took to the arcane path of magic.

His masters were shocked and condemned him to the slave pens. I believe they hope to force him to return to his gladiatorial skills to survive. However, I am sure he will not do so until he has mastered the spells of the preserver.

The beautiful Saria is the offspring of a foolish human slave girl and a roguish elven caravan master. Her father left for other cities before she was born. Saria spent her youth on the street, stealing to survive. Before this life could wear her down, she was caught picking a preserver's pocket. He took her out of the city and trained her in the east, near the volcano. She discovered peace amidst the harsh landscape. She learned to call on the spirits of earth, as well as how to master the preserver's dangerous art. She might have stayed forever, but a slaver band captured her and killed her benefactor. At the auction block, she used her spells to slay a templar. Now she lives in the pens, seeking a way back to the wasteland.

Those condemned to slavery without connections such as mine can only find freedom by fleeing into the wilderness. Travellers tell me of whole villages of freed slaves, eking out an existence near small watering holes. Individually, these villages are so weak that a city patrol or band of raiders could wipe them out with ease.

There are very few slaves that have any planning or leadership ability. I believe that a strong personality could unify them into a dangerous force. I know that the Drajian templars are beginning to share this view. I have heard rumors of a punitive expedition to the Silt Sea.

HOW TO PLAY SHATTERED LANDS

To start the game from the main menu, select START GAME. You are supplied with a pregenerated party in case you wish to begin adventuring immediately. Otherwise, create a party by selecting CREATE CHARACTERS. See "Creating Your Party" on page 8. By default, only the leader of your party appears on the map. The other three characters appear whenever combat is initiated. However, if you like, you may also toggle the Collapse Party icon from the Game Menu to have all four characters appear at all times. See "Game Menu" on page 16.

At the start of the game, your characters find themselves in an arena in Draj. To escape — and escape they must — they must battle their way to freedom. If you want them to survive past the first battle, here are some things you should know.

Adventuring and Combat

While your party adventures on Athas, use the mouse to direct their movements and actions.

The mouse has three modes:

- Walk
- Attack
- Look

Right-click to change between these modes. Notice that the cursor cycles through the icons each time you right-click. To make a selected action happen, left-click. For example, if you have the "Walk" mouse icon, left-click to make your characters walk from one location to another.

To scroll the screen, move the mouse cursor in the direction you wish to move the screen. The screen scrolls in the direction selected until you move the cursor away from the screen edge, or until you reach the edge of the map. NPCs do not move unless the mouse pointer is in Walk mode.

Note that the mouse pointer is temporarily replaced by an hour-glass when the game is processing your commands.

Whenever you use an icon to target, aim with the upper-left corner of the icon.

Walk

Use the mouse pointer to find the area you want the party to walk to. Left-click on that location with the Walk icon. If it is possible to get there, the party takes the most direct route to do so. If you ask them to do something impossible or suicidal, like walk into a lava pit, the icon changes to the Can't Walk icon, and the party waits until you make a more sensible request.

You may also move your characters around using the arrow keys on the numeric keypad.

When combat is initiated by one of the two attack icons explained below, use the Walk icon to attack an opponent by clicking on the target. The character walks to the target and automatically attacks it.

Attack

There are two ways to attack enemies in SHATTERED LANDS. They are Hand-to-Hand and Ranged.

There is no need to switch back and forth between Hand-to-Hand and Ranged attacks manually; simply ready both types of weapons — the computer will decide which icon/weapon can be used.

NPCs may flee, fight back, or even summon reinforcements if attacked! Keep in mind that indiscriminate killing may lead to a distinct lack of people to speak with. This in turn may cause the party to miss essential clues and items.

 The Hand-to-Hand Attack icon only works when your character is adjacent to an enemy. Click the icon on the enemy and the character will attack it with his or her readied weapon(s). A character can ready two one-handed weapons, one in each hand. Rangers and characters with high Dexterity do so at no penalty. Others use the second weapon at a disadvantage. If the character is not adjacent, the Invalid version of the icon appears.

 The Ranged Attack icon only works when the enemy is at a distance and the character has a readied missile weapon and/or ammunition. If the enemy is out of range, the icon changes to the Invalid version. This means the target is not a valid target and cannot be attacked.

Look

You can examine objects by left-clicking on them when you are in Look mode. If you can use the item, talk to it, or pick it up, a box appears with a summary and with buttons showing what options you have. If only one of these options is available

(for example, you can only open doors, never talk to them or pick them up) it will happen automatically instead of displaying this box.

When you are in combat with a monster, you can use the Look icon to see basic information about your opponent. This information includes: the type of monster it is, its current state (casting, charmed, held, petrified, etc.), and a hit point bar indicating what proportion of its hit points remain.

You can also use the Look icon on a party member to bring up the View Character screen.

Talk

When you click the Look icon on someone or something you can talk to, you see the Talk button. Click on the Talk button to begin a conversation.

Use

To use an object, click on the Use button. Some objects may be used on other objects. For example, to use a pickaxe, click on it, select the Use button, and then click the pickaxe on a pile of rock. The rock breaks apart to reveal other objects.

Pick Up

To take an object, click on the Pick Up button. The cursor becomes a graphic representation of the object. Clicking the object on a character icon places it into that character's backpack; otherwise, the object may be carried around as the cursor. Clicking on an open area drops the object on the ground. You can only carry one item at a time on the mouse pointer.

Character Interaction

NPCs (non-player characters) are characters that your party interacts with in the course of the game. Some NPCs have their own agendas and initiate conversations with the party.

To speak to an NPC, click the Look icon over the character. To start a conversation, click on the Talk button when it appears in the options box. One or two windows appear. The upper window shows a portrait of the NPC and what that character is saying. The lower window lists the responses you may make. To select a response, you can either highlight the response you wish to make and left-click or use the up and down arrows to highlight the desired response. Pressing Enter selects it.

Conversations occur between the NPC and the leader of the party. Even though the leader may say "I...," he or she speaks for the party.

Characters That Join Your Party

Many NPCs inhabit Athas. As you adventure, these people provide information to help your party continue its journey. They do not enter your party, though they may follow it or lead it somewhere.

Camping



Camping allows you to rest. Rest is necessary to recover from

battles and to regain spells and psionic points. Safe places to rest are depicted by a fire ring. To camp, move the Look icon over the fire ring and left-click. As you rest, characters with cure spells automatically cast them on wounded characters. Psionic Strength Points are fully restored, as well as all the spells that spellcasters can cast.

Training

When your characters go up in levels, they may be eligible to learn a new spell or more psionic skills. If so, a box appears with all the icons depicting the spells or psionics you may learn. To toggle between different spell levels/psionic disciplines, click the icon on the lower-left corner of the box. To pick a new psionic or spell, click on its icon. Press DONE when you're finished.

Spellcasting / Psionics

Spells and psionics are often the deciding factor between winning and losing a battle. Knowing how to cast spells and use psionics is a very important skill, and should be learned early on.

The first step in casting a spell or using a psionic is to select it in the Cast Spells/Use Psionics screen. After you select the spell or psionic power, the cursor becomes the icon

you selected. To abort, right-click once. Some spells or psionics (healing spells, for example) can be cast directly from this screen by clicking the spell icon on the target character. Other spells and psionics automatically return you to the regular game screen.

Refer to "Cast Spells/Use Psionics" on page 15 for detailed instructions.

Once spells have been cast, you may also right-click on the Dark Sun icon to bring up a box displaying the last five spell and psionics icons used. This provides quick access to the most frequently used spells.

CREATING YOUR PARTY

To play SHATTERED LANDS, you must create a party of one to four characters. We recommend you create a party of four. The races you can choose from are:

- human
- dwarf
- elf
- half-elf
- half-giant
- halfling
- mul (male character only)
- thri-kreen (female character only)

Depending on the race you choose for your character, he or she is eligible to belong to certain classes. (A class is like an occupation.)

If you're new to Athas, or just want to know more about various races and classes, refer to "Character Races" on page 19 and "Character Classes" on page 21.

Creating Characters

To create your own characters, select CREATE CHARACTERS from the main menu. The main menu is the screen that has the following options:

START GAME
CREATE CHARACTERS
LOAD SAVED GAME
EXIT TO DOS

After selecting CREATE CHARACTERS, you see the View Character screen with four empty character slots. It has six icons along the bottom of the screen: View Character, View Inventory, Cast Spells/Use Psionics, Current Spell/Effects, the Game Menu button, and the Return to Game button. For now, leave these icons alone. You can come back to them after you create your party.



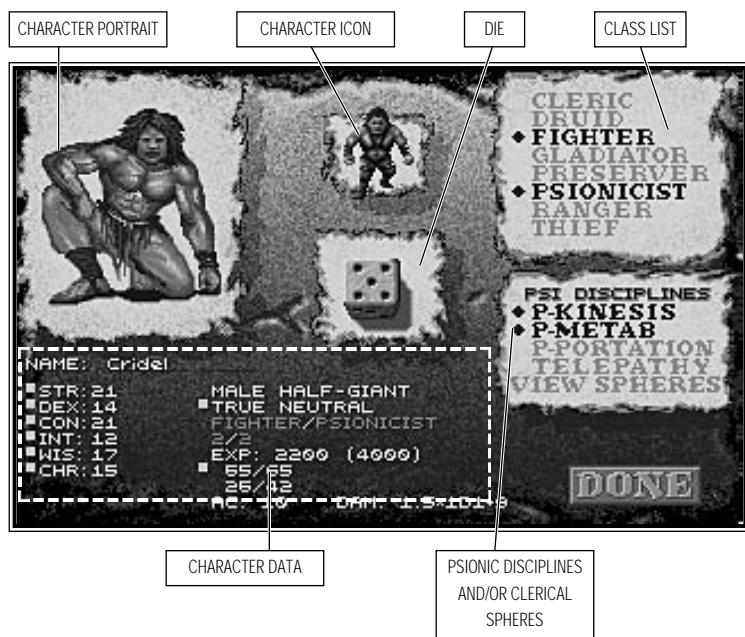
Right-click on an empty character slot. A short menu appears with these options:

NEW
ADD
CANCEL

NEW allows you to create an entirely new character.

ADD allows you to add a previously created character.

CANCEL closes this menu.



* Character Generation Screen *

Creating New Characters

Select NEW. You see a screen that looks like the one above.

Here you choose the race, sex, class(es), and abilities of your new character:

Character Portrait

This area displays a body portrait of your character. Left-clicking on the character portrait advances you through the entire selection of races and genders. Right-clicking returns you to the previous portrait.

Decide on the race and sex of your character by moving through the portraits until you find the character you want.

Character Icon

This box displays what your character looks like from a distance as he or she explores the barren face of Athas.

Class List

This list shows the various classes that your character is eligible for, and allows you to choose a class (or classes) for your character.

As a default, the fighter class has been pre-selected for you. A diamond appears next to currently selected classes.

Left-clicking on the diamond deselects that class, and allows you to choose a new class. Try deselecting "fighter" on a human character.

Notice that all the class options are

now available. This is because humans can be any class. Other races, however, are limited in their class options. Halflings, for example, cannot be preservers.

While humans can only have one class, other races are eligible for more than one class. When a character has two or three classes, he or she is referred to as multi-classed. For example, dwarves can have one, two, or three classes.

Keep in mind that, when multi-classing, some classes are unavailable when others have been chosen. For example, a character cannot be a cleric and a druid at the same time.

In addition, when characters are multi-classed they advance in experience and hit points much more slowly than single-class characters. This is because multi-class characters divide their experience points evenly among the classes.

For reference information on classes, see "Character Classes" on page 21.

Psionic Disciplines and/or Clerical Spheres

This lists the various psionic disciplines or clerical spheres that your character is eligible for, and allows you to choose among them. Left-clicking on VIEW SPHERES or VIEW PSIONICS toggles you between the list of psionic disciplines and the list of clerical spheres.

Psionicists can specialize in all three psionic disciplines: psychokinesis, psychometabolism, and telepathy.

All other characters can only choose one of these disciplines. For more about these disciplines, refer to "Psionicists" on page 25.

Clerics can choose any one of the four clerical spheres: air, earth, fire, and water. For a description of the four spheres, refer to "Clerics" on page 23.

The Die

Clicking on the die generates a random set of values for the character's statistics.

Character Data

To improve an ability, left-click on its adjacent box. The value increases by one. Right-click to decrease the value. This allows you to match a character's statistics with those of a favorite role-playing character.

Similarly, you can alter the hit point value (HP) and the character's alignment by clicking on the small gray boxes next to those options.

For a thorough description of these statistics, refer to "Other Characteristics" on page 26.

Your character has been given a random name. If you want to change it, left-click on the name. A cursor appears where you clicked. Delete the previous name and type in the name of your choosing.

When you are satisfied with the character you have created, click on DONE and continue creating characters until you have a complete party of four.

Adding Previously Created Characters

You can also add previously created characters to your party. When you are at the View Character screen, right-click on an empty character slot, and choose ADD. Click on the character name of a previously generated character to have him or her appear in your party.

Modifying Your Party

Once you have created your party, you may decide that you want to make minor alterations. Go to the View Character screen and right-click on the character you want to alter. You'll notice that the menu now reads:

EDIT
DROP
DUAL

EDIT returns to the character generation screen. You may make any changes you wish to the character, as during generation. This option is only valid *before* the character first goes adventuring on Athas. After that, the option changes to EDIT NAME only.

DROP removes a character from the party and puts him or her on disk. If you change your mind, you can pick up this character later with ADD.

DUAL is only available when viewing a human character, because only humans may become dual-classed. You must be at least third level in your current class before you can dual class. Selecting this option allows you to choose a new class. See the section on "Character Classes" on page 21 for more information on dual-class characters.

CHARACTER OPTIONS

 The first time you left-click on the Dark Sun icon the Cast Spells/Use Psionics character option screen appears. At the bottom left are the four character options icons. These are described in detail below. The most recently chosen character option remains selected until you choose another. Thus, if you selected View Inventory, the next time you click on the Dark Sun icon (or on a character with the Look icon) the Inventory screen appears. Right-clicking on the Dark Sun icon displays the last five spells or psionics cast. Click on one of these spell icons to cast it.

View Character

The View Character screen shows your party. When you highlight a party member by left-clicking on his or her character box, the character's stats and other vital information appear on the right side of the screen.

Alongside each character box are two small buttons, one for Computer Control and one for selecting the party Leader. Click on Computer Control to place the character's actions under control of the computer during combat. Click on Leader to make that character the party's leader when walking and interacting with Non-Player Characters (NPCs).

Character Boxes

If you right-click on a character box with a *character in it*, you get the following menu:

EDIT NAME
DROP
DUAL

EDIT NAME returns to the character generation screen. Since the character has already begun to adventure, at this point in the game you may *only* change his or her name.

DROP removes a character from the party and puts him or her on disk. If you change your mind, you can pick up this character later with ADD.

DUAL is only available when viewing a human character, because only humans may become dual-classed. Selecting this option allows you to choose a new class. See the section on "Character Classes" on page 21 for more information on dual-class characters.

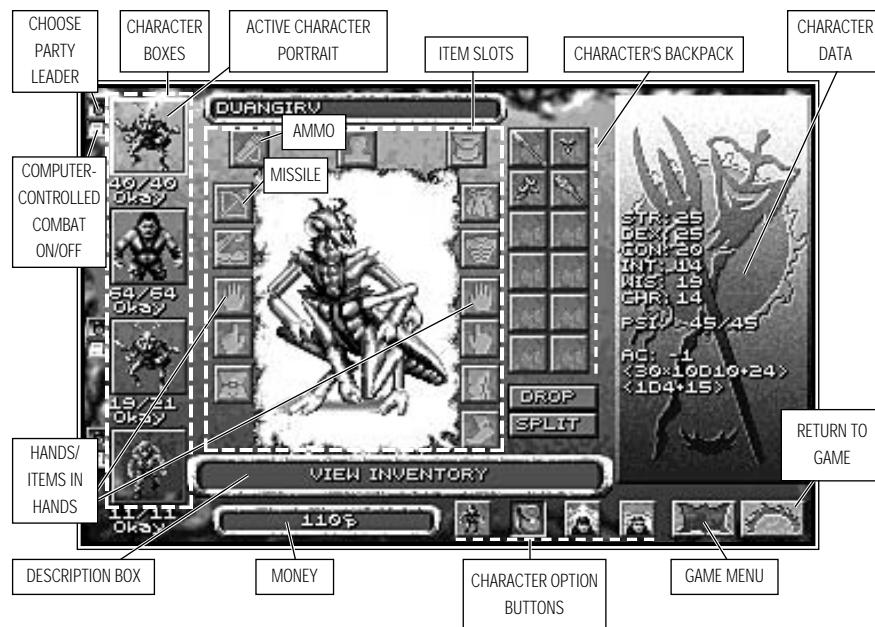
If you right-click on an empty character box, you see the following menu:

NEW
ADD
CANCEL

NEW allows you to generate a new character. See the "Creating Your Party" section on page 8 for more information.

ADD allows you to add a previously created character.

CANCEL closes this menu.



* Inventory Screen *

View Inventory

To use, ready, drop, or transfer items, select the View Inventory icon. The inventory screen appears with a large portrait of the active character in the center. To see the inventory screen for a different character, click on one of the character boxes on the left edge of the screen.

Surrounding the active character portrait are fourteen slots. Each refers to a different part of the character's body, such as legs, head, fingers, and arms. Left-click on an item to pick it up. To move an item to the character's body, first pick up the item and look for outlines around the item slots. A yellow outline appears around all the valid slots for that

item. Center the item over any outlined slot; the outline flashes when the item is centered. Left-click again to drop it there. To ready weapons for combat, place them in your character's hands. Missile weapons and their ammunition have special slots at the upper left.

To the upper-right are twelve more slots representing your character's backpack. Store items here that you wish to keep. You may also find pouches and chests which can be used for more storage within the backpack. Pouches and chests hold six items, and both can be placed in your character's backpack. A pouch can be placed in a chest, but not vice versa; pouches cannot hold other pouches, nor can chests hold other

chests. Open pouches and chests by right-clicking on them. Close them by left-clicking on the lid or flap.

To drop an item, select it and click DROP. The item disappears from your character's inventory and falls to the ground. If you want it again, just pick it up off the ground.

To split a bundle of "grouped" items (such as arrows) in half, select it and click on SPLIT. This only works if you have an empty slot in your backpack to hold the other half.

To transfer an item to another character, select that item and click the character box of the character you wish to transfer to. That character's inventory screen appears, and you can place the item appropriately.

The inventory screen also contains more data. Under the active character portrait, a description box provides information about objects, buttons, and available options. Along the right side of the screen, a panel displays character data. Along the bottom, a bar shows how much money, in ceramic pieces (CP), your character has.

Also at the bottom of the screen are the four character options buttons, the Game Menu button, and the Return to Game button.

Item Summary / Using Items

Right-click on any item in inventory (or in a container) to bring up its item summary. This is a box containing relevant information about the item. If the item is magical and can be used, a Cast Spell icon appears. Press the icon to cast the spell. You can't use this function during combat if it is not the character's turn, or if the spell

can't be cast by the character holding the item. If you know what spell the item casts, the spell icon appears in the summary box. When you right-click on a spell scroll, a window with a spell icon appears. Click on the icon to learn the spell.

Some items are inherently magical. A magical sword, for example, may cast spells against your opponent whenever you hit him with the sword. This happens automatically if you have the sword readied and fight with it. Other items cast magical effects on whoever wears them. If an item casts a *haste* spell on the wearer, for example, the spell is cast as soon as that item is readied.

Stores

In your adventures on Athas, you may encounter shopkeepers who want to sell you their wares. When you visit a store, the regular inventory screen is displayed alongside a store screen.

Stores have six item slots showing the items for sale. If there are more than six items for sale, a MORE button appears allowing you to display the rest. The prices of the items appear below their slots. When you point to an item, a flashing highlight indicates that you can afford it; a solid highlight means you do not have enough money. To buy the item, simply click on it. The money is deducted automatically. The cursor becomes the item, and you can place it in your inventory where appropriate.

To sell an item to the shopkeeper, select the item to be sold and click SELL.

To leave the store, select the Return to Game button.

Cast Spells / Use Psionics

 To select a spell or prepare a psionic power, press the Cast Spells/Use Psionics icon. All your spells and psionics will be displayed for each level known. To cycle between spell types and levels, click the appropriate buttons in the bottom row. Pointing with the cursor to a spell or psionic power displays its name at the bottom of the window. For a short description of a spell or power, right-click on the icon. (To close the window click anywhere within it.) Select a spell or psionic power by left-clicking on its icon. After you have chosen, the pointer becomes an icon representing your choice. Some spells (healing spells, for example) can be cast directly from this screen by clicking the spell icon on the target character. Other spells automatically return you to the regular game screen.



Quick Cast: Right-clicking on the Dark Sun icon displays a box showing the last spell icon cast. Up to five different spells are shown in the queue. If you have no spells in the queue the Cast Spells/Use Psionics screen appears. If you cannot cast any more spells at a particular level an orange "X" appears over the spell icon.

Dots around the icon show the area of effect. Target the spell with the icon. Move it to your target and left-click. To

abort, right-click once. This procedure is sufficient to cast most of the spells and psionics in SHATTERED LANDS. The only exceptions are "wall" spells (i.e., a wall of "something"). To cast a wall spell, left-click where you want one end of the wall to appear. Then move the spell cursor to where you want the other end of the wall to appear and left-click again. Your wall appears, and you live to fight a little longer.

The maximum number of spells that the player character can cast before resting is determined by his or her level. Refer to page 91 for the number of spells each class has available per level.

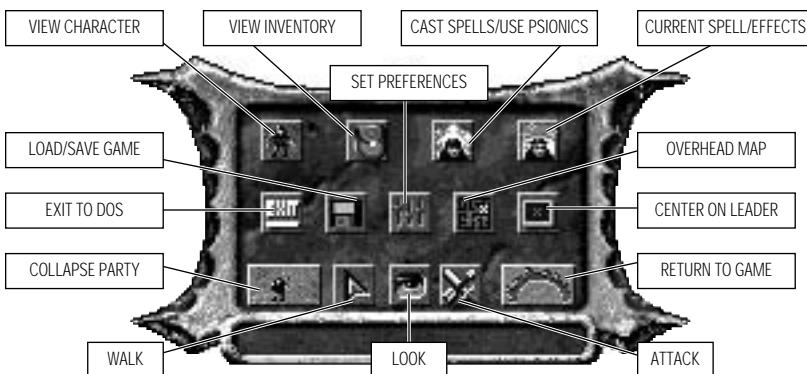
If you move the pointer beyond the range of the spell or psionic power, the icon disappears and the Can't Cast icon takes its place. A location is invalid when it is out of range or line of sight, or when it cannot be affected by magic.

All characters begin as first level psionicists in the SHATTERED LANDS computer game.

Current Spell / Effects

 To see if there are any good or evil effects influencing a character, press the Current Spell/Effects icon. Any effects your character is operating under appear in a row next to his or her icon. To eliminate a good effect, simply right-click on it and it disappears.

Evil effects are harder to get rid of. If any member of the party has a counter-spell or psionic ability that can void the effect, cast it on the affected character(s).



* Game Menu *

GAME MENU

 The Game Menu button appears on the bottom row of the character options screens after your party has begun adventuring. When you select the Game Menu button, the Game Menu screen appears with the following options:

View Character

See "View Character" on page 12.

View Inventory

See "View Inventory" on page 13.

Cast Spells / Use Psionics

See "Cast Spells/Use Psionics" on page 15.

Current Spell / Effects

See "Current Spell/Effects" on page 15.

Exit to DOS

If you want to quit playing, select the Exit to DOS icon.

SAVE allows you to save the game in progress before quitting.

QUIT exits the game immediately, without saving.

CANCEL returns you to the game in progress.

Load / Save Game

Selecting the Load/Save Game icon brings up the following menu:

LOAD

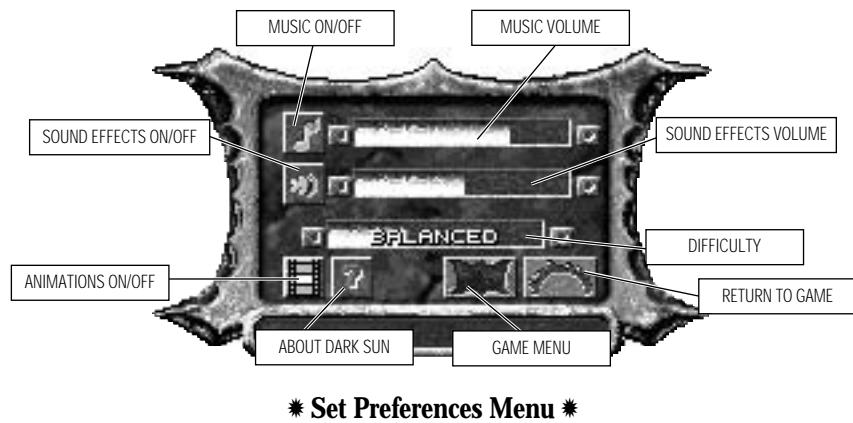
SAVE

RESTART

LOAD brings you to the Load Game screen. Click on the name of the saved game you want to load.

SAVE brings you to the Save Game screen. Click on any empty slot, then type in a description of your saved game. Note: you can't save the game during combat.

RESTART restarts the game from the beginning. You do not lose the characters you've created.



* Set Preferences Menu *

Set Preferences

This option brings up the Set Preferences screen, which allows you to control the way the game looks and sounds.

Music volume is a slide bar you can adjust to control music volume. Click on the buttons on either end of the bar to change the volume.

Music on/off allows you to turn the music completely off.

Sound effects volume is a slide bar you can adjust to control the volume of the sound effects. Click on the buttons on either end of the bar to change the volume.

Sound effects on/off allows you to turn the sound effects completely off.

Animations on/off allows you to toggle the game's animations on and off. Turning the animations off helps speed up the game on slower systems.

Difficulty allows you to control the level of difficulty in combat. The settings are Easy, Balanced, Hard, and Hideous. Default is Balanced.

About Dark Sun gives you version information and copyright information.

Overhead Map

The Overhead Map is a detailed overview of the region your party is currently exploring. The party's location is indicated by a blue dot. Red dots indicate monsters and NPCs. Only areas you have explored are visible on the map, the rest is covered up until you travel to that area.

Center on Leader

The Center on Leader icon centers the screen on the leader of the party. This is useful in combat when you have scrolled the cursor off-screen to target on a monster.

Collapse Party

Choose whether your party is depicted walking about Athas as a single person or a full group. Selecting a single person speeds up the game. If you choose the single person option, only the currently selected Leader appears.

Walk

Selecting this icon changes your cursor to the Walk icon and returns you to the game. See page 5 for more information on the Walk icon.

Look

Selecting this icon changes your cursor to the Look icon and returns you to the game. See page 6 for more information on the Look icon.

Attack

Selecting this icon changes your cursor to the Attack icon and returns you to the game. See page 5 for more information on the Attack icon.

Return to Game

The Return to Game button returns you to the game in progress.

ABILITY SCORES

Each character has six randomly-generated ability scores as described below. These scores fall within a range determined by the race and class of the character. The possible values range from 9 (low) to 24 (high). Higher values always offer greater advantages.

Strength measures physical power, muscle-mass, and stamina. High Strength increases a character's combat ability with melee weapons such as swords or maces. Strength also determines how much a character can carry without becoming encumbered and slowed in combat.

Dexterity measures agility, hand-eye coordination, and reflex speed. Characters with high Dexterities have bonuses to Armor Class, an indication of how difficult they are to hit. Thieves especially benefit from high Dexterity. Good Dexterity also gives bonuses when using missile weapons such as bows or slings.

Constitution measures fitness, health, and physical toughness. High Constitution increases the number of hit points a character receives. A character's Constitution also determines the maximum number of times that character can be raised from the dead. Every time a character is successfully resurrected, 1 point of Constitution is lost.

Intelligence measures memory, reasoning, and learning ability. Preservers especially rely on high Intelligence scores; their skill and very survival hinge on learning and using their knowledge of magic.

Wisdom measures a composite of judgment, enlightenment, willpower, and intuition. Characters with low Wisdom are more susceptible to magical spells, while those with higher Wisdom have greater resistance. Clerics with Wisdom 15 or greater receive extra spells (see the "Cleric Wisdom Spell Bonus Table" on page 91).

Charisma measures personal magnetism, persuasiveness, and ability to assume command. NPCs may respond better to characters with higher Charisma.

CHARACTER RACES

Your characters can be any of eight races: dwarf, elf, half-elf, half-giant, halfling, human, mul, and thri-kreen. Each race has its own unique features and abilities. Some races are naturally stronger or weaker, or more or less agile than others. These differences are reflected in modifications to their generated ability scores. See the "Racial Ability Adjustments Table" on page 89 for specific adjustments.

Dwarves

Dwarves are short but extremely powerful. Athasian dwarves average 4 1/2 to 5 feet in height and tend to have a very large muscle mass — a full-grown dwarf weighs in the neighborhood of 200 pounds. Dwarves can live up to 250 years.

By nature, dwarves are nonmagical and never use magical spells. This restriction does not apply to dwarven clerics.

Dwarves can be fighters, gladiators, clerics, thieves, psionicists, and multi-class characters.

Elves

Elves are a race of long-limbed sprinters given to theft, raiding, and warfare. An Athasian elf stands between 6 1/2 and 7 1/2 feet tall. They are slender, lean, and generally in terrific physical condition. An elf

warrior is conditioned to run quickly over sandy and rocky terrain, sometimes for days at a time — an elf warrior can cross better than 50 miles per day.

Elves use no beasts of burden for personal transportation. It is dishonorable among elves to ride on an animal unless wounded and near death.

Elves can be fighters, gladiators, rangers, preservers, clerics, thieves, psionicists, and multi-class characters.

Half-Elves

Half-elves are the result of the intermingling of human and elven societies in the great cities of Athas. Half-elves are generally tall, standing between 6 and 6 1/2 feet.

Due to their mixed heritage, half-elves are often unaccepted by both elves and humans. This intolerance leads them to be self-reliant, and able to survive without companionship.

Half-elves can be fighters, gladiators, rangers, preservers, clerics, druids, thieves, psionicists, and multi-class characters.

Half-Giants

Giants dominate many of the islands and coastal areas of the Sea of Silt. In some lost millennium, as a bizarre experiment or perhaps as some sort of curse, giants were magically crossbred with humans. Half-giants are now fairly common.

Half-giants stand between 10 and 12 feet tall, and weigh in the neighborhood of 1,600 pounds. Their features are human, but exaggerated. Half-giants can be fighters, gladiators, rangers, clerics, psionicists, and multi-class characters.

Halflings

Halflings are very short humanoids, standing no more than 3 1/2 feet tall. They are muscled and proportioned like humans, but they have the faces of wise and beautiful children. Halflings weigh 50 to 60 pounds and are always in peak physical condition.

Halflings can be fighters, gladiators, rangers, clerics, druids, thieves, psionicists, and multi-class characters.

Humans

Humans are the predominant race on Athas. The average human male stands between 6 and 6 1/2 feet tall and weighs 180 to 200 pounds. The average human female is slightly smaller, averaging between 5 1/2 and 6 feet in height and weighing between 100 and 140 pounds.

Humans can be fighters, gladiators, rangers, preservers, clerics, druids, thieves, psionicists, and dual-class characters.

Muls

Muls are an incredibly tough cross-breed of humans and dwarves. They retain the height and cunning of their human parent, with the durability and raw strength of their dwarven parent. Muls are usually the products of the slave pits. They are always male.

Full-grown muls stand 6 to 6 1/2 feet tall and weigh 240 to 300 pounds. They have stern facial features, and most muls have no hair or beard.

Muls can be fighters, gladiators, clerics, thieves, psionicists, and multi-class characters.

Thri-kreen

Thri-kreen are the least "human" in appearance of all the races. Thri-kreen are insectoids — six-limbed creatures with tough, sandy-yellow exoskeletons. They stand as tall as 7 feet at the shoulder, have two large eyes, two antennae, and a small powerful jaw. They are always female.

Thri-kreen make and use the *chatkcha*, a crystalline throwing wedge. The *chatkcha* can be thrown up to 90 yards and still return to the thrower if it misses the target. When it hits, the *chatkcha* inflicts 3 to 9 points of damage.

Thri-kreen cannot use armor, cloaks, belts, boots, or rings due to their non-human shape.

Thri-kreen can be fighters, gladiators, rangers, clerics, psionicists, and multi-class characters.

CHARACTER CLASSES

Character classes reflect the interests and occupations of your characters. A class is like a job; it's what a character does on a daily basis. Each class has certain unique abilities and limitations. Characters may also become dual- or multi-class, specializing in more than one area at once.

A dual-class character is one who starts in a single class, advances to a moderate level, and then changes to a second class, starting all over again from level one. The benefits and abilities of the first class are lost until he exceeds the level of his first class in his second. The character can never again advance in that class. Only humans can be dual-class characters. A human character may do this process twice, potentially allowing a total of three classes.

A multi-class character improves in two or more classes simultaneously. All experience is divided equally between each class. This, of course, means that level advancement proceeds at a much slower rate than in those characters who remain single-class. Only demihumans and thri-kreen can be multi-class characters.

Special note: A prime requisite is the most important ability score for a particular class. A fighter's prime requisite, for example, is Strength. Characters who have an ability score of 16 or greater as their prime requisite receive a 10 percent bonus to the experience points they earn. Characters with more than one prime requisite must have a score of 16 or greater in *all* of their prime requisites to receive the bonus.

Gladiators

Ability Requirements: Dexterity 12, Strength 13, Constitution 15

Prime Requisite: Strength

Races Allowed: All

Gladiators are the slave warriors of the city-states, specially trained for brutal physical contests. Disciplined in many diverse forms of hand-to-hand combat, and skilled in the use of dozens of weapons, gladiators are the most dangerous warriors on Athas. Gladiators cannot cast spells, though they can use any type of magical weapons or armor.

Gladiators learn to optimize their armor when they reach fifth level. They condition themselves to use the armor to its best advantage, consequently gaining a -1 AC bonus. This bonus does nothing for gladiators who aren't wearing armor.

Gladiators, like fighters, gain speed with experience, and consequently can attack more often in melee at higher levels than other types of characters.

Fighters

Ability Requirement: Strength 9

Prime Requisite: Strength

Races Allowed: All

Fighters on Athas are skilled warriors, soldiers trained in both individual combat and mass warfare. This training includes use and maintenance of all manner of weapons and armor. Fighters can use any type of armor or weapon without restriction. (Thri-kreen fighters, however, have certain restrictions.)

Fighters cannot cast magical spells; they rely solely on their strong sword-arms. They can, however, use any type of magical weapon or armor. They can also use magical items such as rings and gauntlets.

Fighters gain speed in addition to skill when they advance in levels. High-level fighters (as well as gladiators and rangers) are able to attack more often in melee than other types of characters.

Rangers

Ability Requirements: Strength 13, Dexterity 13, Wisdom 14, Constitution 14

Prime Requisites: Strength, Dexterity, Wisdom

Races Allowed: Elf, Half-elf, Halfling, Human, Thri-kreen

Rangers are trained hunters, trackers, and survivalists. They are taught to live as much by their wits and skills as by their swords and bows. Like fighters, rangers can use any type of weapon or armor, though heavy armor interferes with their special abilities. They can, however, use two one-handed weapons (at the same time) with no penalty.

Rangers, like other fighter-types, gain the ability to attack more often in melee than other characters when they reach higher levels. In addition, rangers also gain some spellcasting ability. When you create a ranger, you must choose the elemental sphere that character will belong to. When a ranger reaches eighth-level, he or she gains the ability to cast cleric spells from his or her elemental sphere.

Preservers

Ability Requirement	Intelligence 9
Prime Requisite	Intelligence
Races Allowed	Elf, Half-elf, Human

Preservers are individuals trained in the arcane and mysterious secrets of magic. They cast their spells in harmony with nature, giving back the energy they take from the land. Preservers are usually poor fighters, preferring to rely on their intellect and magical abilities. They tend to hang back in battle, pummeling their foes with mystic attacks.

Preservers cannot wear any type of armor because armor is restrictive and interferes with spellcasting. Also, because they lack martial instruction, preservers are severely limited in the weapons they can use.

Clerics

Ability Requirement	Wisdom 9
Prime Requisite	Wisdom
Races Allowed	All

Clerics are priests who choose to worship one of the four elemental spheres (earth, air, fire, and water). This choice dictates what spells the cleric can call upon, and what types of weapons the character can use. Clerics have major access to the sphere of the element of their worship. They also have minor access to the Sphere of the Cosmos. This means that they can cast any spell within their own sphere, and can cast Cosmos spells of third level or less. However, clerics cannot cast any spells from spheres they do not belong to.

Clerics generally prefer to leave combat to the fighter-types, but, when necessary, they can fight in melee. All clerics are trained in combat. Clerics are not restricted with regard to the armor they wear.

Clerics can only use weapons that are associated with the sphere of the element of their worship. A cleric of the plane of fire can only use flaming weapons such as flaming arrows, burning oil, and weapons enchanted to burn or scald. Obsidian weapons are also acceptable because they were once fused under great heat and

Continues...

Clerics, cont.

pressure. Clerics of the earth must use weapons of stone (obsidian included), metal, or wood, as these elements originate in the earth. A cleric of the air is restricted to missile weapons, because they fly through the air. Water clerics can only use weapons of bone or wood, because these are organic materials through which water once flowed. Clerics who associate with the spheres of earth and fire have the most choices as to which weapons to use. Clerics also have powers against undead monsters such as skeletons. The ability to *turn undead* causes undead creatures to flee in fright. Higher level clerics can destroy monsters by “turning” them. Clerics with Wisdom 15 or higher gain extra spells as they advance levels (see the “Cleric Wisdom Spell Bonus Table” on page 91).

Druids

Ability Requirements	Wisdom 12 Charisma 15
Prime Requisites	Wisdom, Charisma
Races Allowed	Half-elf, Halfling, Human, Mul, Thri-kreen

Druids, like clerics, are priests who worship the elements. Unlike clerics, they are responsible for guarding a section of land. Their power derives from the spirits of these lands. They have major access to the Sphere of the Cosmos, and the sphere of their chosen element.

Druids have no restrictions as to what weapons they may use. They are not allowed to wear armor, but may don items that give magical protection (such as bracers, cloaks, etc.). They can use any magical items. However, unlike their cleric brethren, druids cannot turn undead. Druids with Wisdom 15 or higher gain extra spells as they advance levels (see the “Cleric Wisdom Spell Bonus Table” on page 91).

Thieves

<i>Ability Requirement</i>	<i>Dexterity 9</i>
<i>Prime Requisite</i>	<i>Dexterity</i>
<i>Races Allowed</i>	<i>All</i>

Athasian thieves run the gamut of society. Some are malcontents, who prey on the unsuspecting. Others are in the employ of the nobility, plying their trade by contract in the name of a royal household or noble family. As thieves gain levels they become more proficient at picking locks, and avoiding any attached traps. Due to their high Dexterity, thieves are skilled at scaling vertical surfaces such as cliffs.

In combat, thieves do additional damage by “backstabbing.” A thief backstabs by attacking a target from the exact opposite direction it was first attacked. A backstab has a better chance of hitting the defender and does greater damage.

Because they need to move freely and quietly, thieves' abilities are restricted when they wear anything other than leather-type armor. Thieves can use all weapons.

Psionicists

<i>Ability Requirements</i>	<i>Constitution 11</i> <i>Intelligence 12</i> <i>Wisdom 15</i>
<i>Prime Requisites</i>	<i>Constitution,</i> <i>Wisdom</i>
<i>Races Allowed</i>	<i>All</i>

All intelligent creatures on Athas have some measure of psionic ability. Psionics are the powers of the mind, powers like clairvoyance and telepathy. Psionicists are those who have devoted their lives to the study of these powers. Psionicists can fight, if necessary, but they are restricted in both armor and weapons. Like thieves, psionicists can only wear leather-type armor. They are restricted to small weapons, though they can be of any sort: short swords, daggers, short bows, maces, etc.

The three psionic disciplines are psychokinesis, psychometabolism, and telepathy. Each gives access to different mental powers. As the psionicist advances in levels, he can improve in psionic power.

Psychokinesis concerns physical manipulation of objects, often for destructive purposes. Psychometabolism involves manipulating the character's own body to enhance it. Telepathy deals with the defenses and attacks of mental warfare.

OTHER CHARACTERISTICS

In addition to ability scores, race, and class, characters have several other characteristics that affect game play: alignment, Armor Class, hit points, experience points, level, and THAC0.

Alignment

Alignment is the philosophy a character lives by and can affect how NPCs and some magic items react to a character. The possibilities range from believing strongly in society and altruism (Lawful Good) to being anarchistic and actively unpleasant (Chaotic Evil). Life-threatening situations put a character's alignment to the test. Note: your party characters must be good or neutral; they cannot be of evil alignment.

Alignment is presented here with examples of how differently-aligned members of a party face a life-threatening situation (in this case, a shortage of water).

Lawful Good

A character of this alignment insists that everyone get an even share of what water there is, even those in the party who seem beyond hope. He or she readily conceives of and accepts plans that call for unequal distribution of water for the greater good of the group, but will never let the weak or dying go without water.

Lawful Neutral

Such characters insist that everyone get an equal share of available water, but won't care one way or the other about characters that may be beyond hope. They also accept plans that call for unequal distribution of water for the good of the group.

Lawful Evil

A character of this alignment insists that available water be evenly distributed among the able-bodied of the group, but won't offer any to those that seem too far gone. He or she accepts plans that call for unequal distribution of water if that means more water for him or her.

Neutral Good

A neutral good character insists that everyone in the group get an even share of remaining water, even the seriously dehydrated. He or she considers plans calling for unequal water distribution, but has to be thoroughly convinced that the plan will ultimately benefit the party and not hurt him or her personally.

True Neutral

A character of this alignment wants a fair share for him or herself, but won't necessarily come to anyone's aid. He or she considers plans that call for unequal water distribution if he or she and the party benefit in the short term.

Neutral Evil

A character of this alignment insists on his or her fair share, and is against giving water to the very weak. He or she considers plans for unequal water distribution if he or she personally benefits.

Chaotic Good

A chaotic good character insists that everyone get an even share of the available water, even the very weak. He or she considers plans calling for unequal water distribution if he or she and those he or she likes personally get more water as part of the plan.

Chaotic Neutral

Such a character insists on his or her fair share, and won't concern him or herself with the plight of those too weak to stand up for themselves. He or she considers plans calling for unequal water distribution if he or she personally gets more water as part of the plan.

Chaotic Evil

A chaotic evil character freely lies, cheats, or even kills to get all the water he or she can. He or she constantly suggests plans for unequal water distribution that grant him or her additional water immediately.

Armor Class

Armor Class (AC) measures how difficult someone is to hit and damage; the lower the Armor Class value, the harder they are to hit. Low Armor Class values can indicate different things. A character might be difficult to hit because he or she is outfitted with magical armor, while a monster might have the same AC because it is small and fast. Armor Class changes when characters find and use new armor or shields. High Dexterity improves a character's AC.

Hit Points

Hit points measure how difficult a character or opponent is to incapacitate or kill; higher values are better. Every time an attack gets past armor and defenses, it does damage that is subtracted from the target's hit points. If the hit points reach \emptyset , the character falls unconscious. If the hit points reach -10 or less, the character dies.

Experience Points

Experience points measure how much a character has accomplished. Your characters earn experience points for killing monsters, finding treasure, and completing parts of the adventure. Having prime requisite scores of 16 or more increases experience earned by 10 percent. Characters increase in level as they earn more experience points. All

characters start with some base amount of experience. These base experience points are distributed evenly among all of the classes for multi-class characters.

Level

Level measures how much a character has advanced in his or her class. Whenever characters earn enough experience points to advance in level, they gain hit points, combat ability, and resistance to the effects of poisons and magical attacks. Preservers, clerics, druids, and high-level rangers gain the ability to memorize a greater number of spells and to cast new spells.

When your characters gain enough experience to advance a level, they advance automatically. Once trained, the benefits of the new level come into effect. Level advancement tables for all the classes begin on page 90.

THAC \emptyset

The ability to hit enemies in melee or with missile fire is represented by THAC \emptyset , which stands for "To Hit Armor Class \emptyset ." This is the number a character must "roll" equal to or greater than to do damage on a target with an AC of \emptyset . The lower the THAC \emptyset , the better the chance to hit the target.

Note: the generation of a random number is often referred to as a "roll." In determining the success of an attack, the number generated is from 1 to 20.

An attack is successful if the random number is greater than or equal to the attacker's THAC \emptyset minus the target's AC. THAC \emptyset may be modified by things like range, attacking from the rear, magic weapons, and magic spells.

For example: a fighter with a THAC \emptyset of 5 attacking a monster with an AC of 3 would need to roll a 2 or greater: $(THAC\emptyset 5) - (AC 3) = 2+$. To hit a monster with an AC of -2, however, he would need to roll a 7 or greater: $(THAC\emptyset 5) - (AC -2) = 7+$.

★ BESTIARY ★

To survive on Athas, almost every form of life has become a monster. The most notable monsters are described on the following pages.

Creatures of Shattered Lands

Many of the monsters in SHATTERED LANDS appear for the first time in an AD&D® computer fantasy role-playing game and must be described in greater detail. They appear in the next section, "Detailed Descriptions of New Monsters."

★ BULETTE



Aptly called landsharks, bulettes are terrifying predators that live only on meat. When attacking, they employ their large jaws and front feet.

DAGGORAN

Please refer to page 36 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of daggorans.

DAGOLAR SLIME

Please refer to page 37 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of Dagolar slimes.

DARK SPIDER

Please refer to page 38 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of dark spiders.

DUNE REAPER

Please refer to page 39 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of dune reapers.

★ ELEMENTAL ★

AIR



- *Lesser Air Elemental*

Lesser air elementals are virtually indistinguishable from the harmless dust devils and sirocco winds that frequently blow across the Athasian desert. They use their near invisibility to their advantage. They are the fastest of the lesser elementals and use their speed when attacking.

- *Air Elemental*

Common air elementals appear as amorphous, shifting clouds when they answer summons to the Prime Material Plane. They strike their opponents with strong, focused blasts of air that, like giant, invisible fists, do moderate amounts of damage.

EARTH



- *Lesser Earth Elemental*

Made from coalesced sand, silt, or rock, lesser earth elementals are the mightiest elementals that low-level conjurers can summon. The lesser earth elementals don't do as much damage as common earth elementals, but are still formidable foes.

- *Earth Elemental*

Common earth elementals appear on the Prime Material Plane as very large humanoids made of dirt, stones, precious metals, and gems. They pound their victims with their huge fists, inflicting significant amounts of damage in the process.

Continues...

FIRE**• Lesser Fire Elemental**

These creatures from the elemental plane of fire are the most spirited and mischievous of all the lesser elementals. In combat, lesser fire elementals move up against targets to burn them, or use their flame tongues to sear them.

• Fire Elemental

On the Prime Material Plane, common fire elementals appear as tall sheets of flame. Fire elementals have two arm-like appendages, one on each side of their bodies. In combat, they lash out with their ever-moving limbs, searing their opponents with tongues of flame.

WATER**• Lesser Water Elemental**

All water elementals, including the lesser ones, are looked upon with awe and respect on Athas because of their link with the life-giving fluid. Lesser water elementals use their flowing motion as a basic form of attack. Gathering speed as they go, they use their entire bodies to ram and inflict large amounts of damage on their victims.

• Water Elemental

Common water elementals appear on the Prime Material Plane as high-crested waves. Their arms appear as waves, one thrust out on each side of the body. When water elementals strike, they lash out with these wave-like arms.

FIRE EEL

Please refer to page 40 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of fire eels.

*** GENIE**

Genies have the upper torso of humans, and the lower bodies of whirlwinds. They pummel their victims with a powerful tornado-like force. Their ability to use illusions and become invisible makes them virtually impossible to capture.

GREATER SHADOW

Please refer to page 41 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of greater shadows.

MAGERA

Please refer to page 42 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of magera.

MASTYRIAL

Please refer to page 43 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of mastyrials.

MOUNTAIN STALKER

Please refer to page 44 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of mountain stalkers.

*** OTYUGH**

Otyughs, also known as gulguthra, are terrifying creatures that lurk in heaps of dung and decay, waiting for something to disturb them. They attack with two ridged tentacles which can smash opponents or grapple them to death.

PSURLON

Please refer to page 45 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of psurlons.

SAND HOWLER

Please refer to page 47 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of sand howlers.

SCREAMER BEETLE

Please refer to page 48 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of screamer beetles.

*** SHADOW**

Shadows are undead creatures that drain strength from their victims with their touch. Their chilling grasp does light damage to their victims, in addition to weakening them.

* SO-UT (RAMPAGER)



The so-ut, or rampagers, are fierce creatures that live only for the sake of destruction. They know no fear and hate anything associated with man. They are huge, six-legged creatures with gray scales covering their whole bodies. In melee, so-uts are terrible foes; they are able to attack with both foreclaws, and each claw secretes an acidic poison. This corrosive poison destroys both armor and weapons.

* RED SLAAD



These large, red frog-like beings are vicious combatants that are quick to attack all other creatures. Red slaads attack with two claws and a furious bite. They sometimes resist magic and have been known to heal damage they have acquired in combat.

* BLUE SLAAD



Blue slaads are ruthless warriors that specialize in mass combat. Blue slaads have two razor-sharp bone rakes sticking out from the backs of their hands, and they are immune to normal weapons, making them very dangerous opponents. Beware of their deadly poison.

* SLIG



Sligs are distant cousins of goblins and hobgoblins; though somewhat larger, they are just as ferocious. Sligs love combat and delight in devising inventive methods to destroy their opponents. Sligs prefer to use hand weapons but can bite when necessary. They bear a striking resemblance to slaads, though no one can explain why.

SSURRAN

Please refer to page 49 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of ssurrans.

STRINE

Please refer to page 50 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of strines.

STYR

Please refer to page 51 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of styrs.

* TANAR'RI, GREATER — BABAU



Greater tanar'ris are commonly known as babaus. They are horrid creatures that look much like huge skeletons covered with dark, form-fitting leather. They also have large, ugly horns protruding from the backs of their skulls, and long, wicked claws covered with dirt, blood, and decaying flesh. Their movements are very quick, sharp, and mechanical, emphasizing their cold, inhuman nature. Beware of their deadly poison.

* TANAR'RI, TRUE — VROCK



True tanar'ris are commonly known as vrocks. Vrocks look like crosses between large humans and vultures. These creatures have strong, sinewy limbs covered with fine, gray feathers; long, unseemly necks; and repulsive vulture heads. Vicious fighters, vrocks attack multiple times in a single melee round with their wicked claws and beaks.

TARI (RATMAN)

Please refer to page 52 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of Taris.

* THRI-KREEN (MANTIS WARRIOR)



The thri-kreen are carnivorous insect-men that roam deserts and dry lands. Thri-kreen are extremely agile, and can dodge most any missile attack. Even unarmed, thri-kreen are dangerous in combat because they attack with all four of their insectile claws. Thri-kreen have a paralyzing bite that can stop unwary victims in their tracks.

TYRIAN SLIME

Please refer to page 53 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of Tyrian slimes.

UNDERMOUNTAIN FOLK (MINDHOME)

Please refer to page 54 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of Undermountain folk.

* WYVERN



Distant cousins to dragons, wyverns are huge flying lizards with poisonous stingers in their tails. In combat, wyverns prefer to be in the air and seize any opportunity to take flight.

* XORN



Xorns, natives of the elemental plane of earth, feed on precious metals deep underground. In combat they can fight two different ways. Against a single opponent, they bend the two nearest legs deeply, angling their bodies 45 degrees toward the enemy. In this way all four arms can reach the victim. Against several opponents they can attack with their arms in all directions, each at a different target.

* ZOMBIE



Zombies are mindless, animated corpses controlled by their creator, usually an evil wizard or priest. They always move in a straight line toward their opponents, with arms outstretched, seeking to claw or pummel their victims to death.

* Detailed Descriptions of New Monsters *

DAGGORAN



Climate/Terrain: Wastelands, Tablelands
Frequency: Common
Organization: Pack
Activity Cycle: Any
Diet: Omnivore
Intelligence: Semi- (2-4)
Treasure: Nil
Alignment: Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	7
MOVEMENT:	9, Hop 9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 (bite)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' long)
MORALE:	Average (11)
XP VALUE:	1,400

PSIONIC SUMMARY:	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
	1	1/1/3	Nil/M	13	30

Psychokinesis — Sciences: detonate; Devotions: ballistic attack, control body, inertial barrier.

Appearance: Daggorans are large frog-like creatures with gold-colored skin. Their eyes are green with yellow pupils. Located between the daggorans' shoulders is a green crystalline growth. Daggorans are creatures of the deserts near Draj. They are often trained and used as trackers by Drajian guards because of the daggorans' innate ability to "pick up" and track the psionic signature of most intelligent and psionic creatures.

Combat: Daggorans can opt to jump up to their movement distance. This hop will clear any object up to one-third as high as the length of the leap and requires only a single round to accomplish. A jumping daggoran can attack in midair or at the end of its leap.

Daggorans frequently hunt in packs during times when food is scarce — generally the way of life in the desert. These packs are likely (60% chance) to follow and attack prey. In the wild, when a daggoran comes upon a potential meal it usually launches an attack

with its detonate psionic ability (which originates from the crystalline growth on its back) at the ground near a victim, sometimes killing it with the shrapnel created from the explosion. If the victim survives the initial attack, the daggoran rushes in to attack with its mouth, causing 2-12 (2d6) points of damage per hit.

Habitat/Society: Daggorans are social creatures, living and hunting in packs, much like wolves of other worlds. The hierarchy within a pack is strict with only the strongest daggoran as the leader. Whenever a daggoran wishes to vie for the position of pack leader, a battle to the death ensues. The victor quite obviously becomes the pack leader, while the loser becomes a meal for the rest of the pack.

Ecology: Daggorans have proven to be valuable hunters of the Athasian deserts as they help keep the population of rodents and other small animals down to a tolerable level. Unfortunately, thri-kreen consider daggorans a delicacy and as such, the daggoran population has been hunted to near extinction.

DAGOLAR SLIMES



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore (Brains)
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral (Evil)

PSIONIC SUMMARY:	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
	1	1/1/3	PsC, PB, EW/M	15	60

Telepathy — *Sciences*: psionic blast; *Devotions*: mind blank, ego whip, psychic crush.

Appearance: Dagolar slimes are Tyrian slimes genetically altered by the evil psionicist, Dagolar. These slimes are hideous, amorphous creatures that are the bane of intelligent beings. Dagolar slimes have greenish-colored "bodies" with red highlights. In the middle of a Dagolar slime rests a human-like brain covered with slime. Like most slimes, these creatures have the ability to move along walls and ceilings.

Combat: When a Dagolar slime attacks, it envelops the head of its prey and dissolves away the skull to get at the brain. A Dagolar slime has two types of secretions. The first is a fast-drying, sticky substance that entangles its prey into motionlessness. This secretion is the slimes' usual first attack. The spraying of this secretion acts like a *web* spell but affects one target rather than an area. The victim must make a saving throw versus breath weapon. A successful save indicates

that the victim has dodged the spray, while failure indicates that the victim is entangled and cannot move.

The second secretion is a highly corrosive acid. This acidic secretion dissolves metal at a surprising rate. The acid is also caustic to flesh and bone. Bone is dissolved on contact and exposed flesh suffers 2-12 (2d6) points of damage per hit.

As if the secretions weren't enough, a Dagolar slime also has limited psionic attack abilities.

Habitat/Society: Dagolar slimes are solitary, asexual creatures. Reproduction happens when a Dagolar slime encounters a victim with an especially active brain pattern (i.e., a psionicist). Once the victim is incapacitated, the slime does not consume the brain but rather removes it from the victim. At this point the Dagolar divides its slime "body" and through some unknown process "transplants" the new brain into its new offspring.

Ecology: Dagolar slimes pose a threat to all intelligent creatures and, as such, are usually killed when encountered.

DARK SPIDER



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	Q (x2)
ALIGNMENT:	Neutral

NO. APPEARING:	2-20
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10 (foreleg)/1-10 (foreleg)/1-6 (bite)+poison
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' long)
MORALE:	Elite (14)
XP VALUE:	Warrior: 975, Mage: 2,000 Queen: 8 HD — 3,000 Psionicist — add 2,000
PSIONICS:	20%

Appearance: Dark spiders are intelligent, subterranean arachnids. A portion of the dark spider population has a wide range of psionic abilities, and some have even mastered defiler magic. They form small tribes ruled by the psionic elite (queen). Magically, their powers can rival that of a sixth-level defiler. Dark spiders often lay snares made from their webs. In rare instances, the spiders have been known to trade silk for live food. A number of merchant houses are rumored to trade slaves for the valuable silk.

Combat: In melee, dark spiders attack with two forelegs and a poison bite. The forelegs do 1d10 points of damage and the bite does 1d6 points of damage, plus poison. Their poison (type F) is deadly if a save versus poison is not made.

Habitat/Society: There seem to be three types of spiders in a tribe. The first, and most common, is the warrior spider. The warrior spider has limited psionic abilities, relying on its melee attacks to defeat its victims. The second type of dark spider is the mage spider. The mage spider is known to use up to sixth level defiler magic and some psionics. The last and most feared dark spider is the queen spider. The queen spider is an extremely powerful and skilled psionicist/defiler.

Ecology: The dark spiders have no natural enemies, but many acquired ones. Their young are born in web sacks, located in the lair's hatchery. The poison is highly prized by assassins and alchemists.

DUNE REAPER

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

Appearance: These dune denizens prowl the sandy wastes. They like to leap from the sand to ambush and impale victims on their scythe-like limbs. Common to the desert near the city-state of Draj, dune reapers are often captured for fighting in the gladiatorial arena.

Combat: The dune reaper attacks with two scythe-like limbs doing 3d6 points of damage (+7 for exceptional strength). It also has a bite attack for 2d6 points of damage. They are known to be resistant to magic attacks.

NO. APPEARING:	5-30 (5d6)
ARMOR CLASS:	2
MOVEMENT:	12 (jump 9)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	3-18 (claw)/3-18 (claw)/ 2-12 (bite)
SPECIAL ATTACKS:	+7 to damage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	L (8'-10' tall)
MORALE:	Fearless (19-20)
XP VALUE:	4,000
PSIONICS:	Nil

Habitat/Society: Dune reapers roam the wastes in small packs, searching for food. They often lie in wait near a caravan route for days, and then ambush the caravan when it wanders within range. They have no permanent lairs and they mate twice a year.

Ecology: Dune reapers eat anything — plant or animal. The pack will fight to the death when food is the issue. This tenacity also makes them prized in the arena.

 FIRE EEL

CLIMATE/TERRAIN:	Sandy Wastes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24 (bite)
SPECIAL ATTACKS:	Breathe fire
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Average (8)
XP VALUE:	2,000
PSIONICS:	Nil

Appearance: The fire eel is a six-foot-long, fish-like snake that is very aggressive.

Combat: Fire eels can breathe a stream of fire 10' long. Their favorite mode of attack is to burrow near a target, expose their heads and "breathe" upon the intended victim. If the victim survives, the eels plunge back into the sand and attack from a different location. The breath from a fire eel does 6d6 points of damage. The fire eel bites for 3d8 points of damage.

Habitat/Society: Nil

Ecology: Fire eels roam the sandy wastes searching for food. Not a social animal, the fire eel lives a solitary life when it is not breeding.

GREATER SHADOW



CLIMATE/TERRAIN:	Any ruins or subterranean chambers
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night or darkness
DIET:	Living creatures
INTELLIGENCE:	Average (10-12)
TREASURE:	F
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12 (touch)+Special
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13)
XP VALUE:	1,400
PSIONICS:	Nil

Appearance: Greater shadows are more powerful versions of shadows. Greater shadows are undetectable in all but the brightest of surroundings, as they appear to be nothing more than shadows. In bright light they can be clearly seen.

Combat: The greater shadow is primarily from the Negative Material Plane. This gives it the ability to drain the life force from its victim. The chilling touch of a greater shadow inflicts 2d6 points of damage and drains 1 strength point from its victim. The greater shadow is immune to *sleep*, *charm*, and *hold* spells, and it is unaffected by cold-based attacks. They can be turned by clerics.

Habitat/Society: Greater shadows travel in loosely organized packs that freely roam ancient ruins, caverns, graveyards, and dungeons.

Ecology: Greater shadows were once powerful humanoids exposed to the Negative Material Plane. It has been rumored that greater shadows are really muls who have been cursed by the touch of a shadow.

MAGERA



CLIMATE/TERRAIN:	Table Lands, Mountains, Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low to very (5-11)
TREASURE:	R, S
ALIGNMENT:	Lawful neutral or lawful evil

NO. APPEARING:	5-30
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8 (fist) or by weapon
SPECIAL ATTACKS:	+8 to damage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-10' tall)
MORALE:	Average (10)
XP VALUE:	Warrior: 270, Mage: 650 Psionicist — add 2,000
PSIONICS:	10%

Appearance: The magera are a tribal race that typically live in caves. They frequently raid caravans and poorly defended villages. Those with higher intelligence have been known to master defiler magic, up to fifth level. Those with the greatest psionic ability often become leaders.

Combat: Magera attack with their fists doing 1d8+8 points of damage.

Habitat/Society: Magera tribes are found anywhere from caverns to mountaintops. The tribes have 10-20 males, 12-18 females, and 2-8 children. The tribe leader is usually a defiler of up to 5th level. Magera live by raiding and scavenging, and eat just about anything.

Ecology: The magera plague mankind, lust for gold, gems, and jewelry as well as human flesh. They are evil-natured creatures that join other monsters to prey on the weak.

MASTYRIAL

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	D
ALIGNMENT:	Nil

Appearance: Similar to their smaller cousins, the scorpions, the mastyrials are some of the deadliest beasts in the desert.

Combat: For the most part they lie buried in the sand, hibernating. However, when a victim is within range, the mastyrial bursts out and attacks, attempting to impale the target with its poisonous tail. The poison inflicts 30 points of damage, 15 points of damage if a saving throw is made. The mastyrial also attacks with its two claws doing 1-10 points of damage and a bite doing 2-12 points of damage. The mastyrial regenerates 3 hit points per round.

44

MOUNTAIN STALKER

NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10 (pincher)/1-10 (pincher)/ 2-12(bite)/1-6 (stinger)
SPECIAL ATTACKS:	Poison sting
SPECIAL DEFENSES:	Regeneration, immune to blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long)
MORALE:	Steady (11)
XP VALUE:	10,000
PSIONICS:	Nil

Habitat/Society: Mastyrials live in underground burrows or ruins. Each lair may (20% chance) have 4-20 mastyrial eggs. These beasts eat any living creature that is unfortunate enough to stray too close to their lair.

Ecology: These creatures contribute to the ecosystem by feeding on giant versions of insects such as spiders and ants. Alchemists and assassins prize the mastyrial's venom because of its potency.

NO. APPEARING:	5-10 (1d6+4)
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	3-18 (x4) (tentacles)
SPECIAL ATTACKS:	+7 to damage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10'-15' tall)
MORALE:	Elite (16)
XP VALUE:	5,000
PSIONICS:	Nil

Appearance: Mountain stalkers are weird variants of beasthead giants; stalkers have a group of tentacles instead of forearms. Skilled climbers, they populate the mountains west of Draj.

Combat: Mountain stalkers attack with their tentacles doing $3d6+7$ points of damage per attack. This attack makes them deadly in combat.

Habitat/Society: The mountain stalkers shy away from any organized settlement. However, they are not above attacking a much weaker force if stumbled upon. Mountain stalkers have no regard for any form of life, except other mountain stalkers.

Ecology: Mountain stalkers can survive on almost any type of animal or plant diet. They prefer meat to vegetation. The lives of mountain stalkers are very hazardous, thus they have a short life expectancy.

PSURLON

CLIMATE/TERRAIN: Astral Plane
 FREQUENCY: Rare
 ORGANIZATION: Community
 ACTIVITY CYCLE: Any
 DIET: Carnivore
 INTELLIGENCE: Genius (17-18)
 TREASURE: V
 ALIGNMENT: Lawful evil

NO. APPEARING:	1 (1-4 on the Astral Plane)
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	10 (Adept has 18)
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3-12 (claw)/3-12 (claw)/2-16 (bite)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	+1 or better weapons to hit, immune to sleep, charm, or hold spells
MAGIC RESISTANCE:	45%
SIZE:	M
MORALE:	Elite (13-14)
XP VALUE:	21,000, Adept: 32,000

PSIONIC SUMMARY:	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
	10	4/5/15	PsC, II/All	18	200
Adept:	18	6/9/23	PsC, II/All	22	400

Telepathy — Sciences: mass domination, superior invisibility; Devotions: id insulation, mental barrier, contact, psychic crush, life detection, conceal thoughts.

Psychoportation — Sciences: banishment; Devotions: astral projection, time/space anchor.

Psychometabolism — Sciences: life draining; Devotions: body control, mind over body, enhanced strength, flesh armor.

Psychokinesis — Sciences: disintegrate; Devotions: levitation, animate shadow, inertial barrier.

Psurlon adepts also have:

Clairsentience — Sciences: clairaudience, clairvoyance; Devotions: combat mind, danger sense, poison sense, spirit sense.

Metapsionics — Sciences: psychic clone, ultrablast; Devotions: convergence, psionic inflation, splice, wrench.

Appearance: The psurlons were a highly intelligent and technologically advanced race. Their earthworm-like bodies have humanoid legs and arms that end in cloven-hoofed feet and black, talon-like claws (respectively). The head of a psurlon appears much like that of an earthworm with a large gaping maw, ringed with teeth-like projections. Like earthworms, psurlons have no eyes but use some other sense to "see." Psurlons are usually garbed in richly colored robes. Currently, these creatures are trapped on the astral plane. Evil psionicists seeking greater knowledge usually summon a psurlon (with the use of the summon planar creature psychoportive science). The price for psurlon knowledge is often quite high, and in many cases results in the death of the psionicist. Many times after summoning a psurlon and gaining its knowledge, the summoner attempts to slay it and send it back to the astral plane. However, psurlons never forget a broken deal and often track down the original summoner and extract their due payment.

Combat: Through centuries of magical experimentation, the rugged hide the psurlons have developed provides the creatures with a natural Armor Class of 0. The use of armor is disdained as it interferes with their psurlon abilities.

Psurlons are very dangerous foes in combat with many options at their disposal. They disdain the use of weapons, preferring to rend their victims apart using their claws and teeth. When engaged in melee combat, psurlons attack with each claw, causing 3-12 (d10+2) points of damage, and a vicious bite for 2-16 (2d8) points of damage. The most dangerous ability of the psurlons, however, is their massive psionic ability.

Habitat/Society: Psurlons existed on Athas many thousands of years ago. At the height of their evolution, psurlons, in their eternal quest for knowledge and power, devised a means to psychically link up with all psurlons throughout Athas. With this ability, the psurlons planned to attempt a worldwide

conquest of Athas. The night was chosen carefully. When the moon was full and at its zenith, all psurlons across Athas "linked up" and sent forth their psychic energy. What the psurlons did not realize was that the fabric of the prime material plane could not contain such a psychic force. A rift in the planes was ripped open and all psurlons were sucked into the astral plane. The force that pulled them into the astral plane was so great that each of the psurlons was knocked into a catatonic state for a period of 100 years. When the psurlons awoke from this state, the rift had long since repaired itself. The psurlons were trapped with no way back to Athas or any other place on the prime material plane. The fabric of the astral plane seems to be much stronger than that of the prime, for the psurlons cannot conjure up the massive convergence like that which caused their entrapment. Over the centuries, the psurlons have lost the ability to conjure up the massive convergence but their determination to return to Athas has only grown. When a psurlon is summoned, it will almost always attempt to find a way to stay on the prime material plane so that it can try to bring its people back.

A psurlons' community consists of 10-100 males with a like number of females. Young number half of the female population.

Psurlon communities are led by a psurlon adept who has 18 hit dice and a much stronger psionic ability. Psurlon females fight as psurlon males.

Psurlons normally feed on the flesh of other creatures, preferably that of other sentient races. They especially like the flesh of halflings and humans.

Ecology: Psurlons have an average life span of 5000 years. Like most intelligent predators, psurlons are usually at the top of the food chain. However, psurlons seem to be something of a delicacy to Athasian rocs. This of course causes psurlons to react poorly whenever one of these great birds of prey is in the area.

SAND HOWLER

CLIMATE/TERRAIN:	Sand Wastes, Tablelands
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING: 2-16

ARMOR CLASS: 5

MOVEMENT: 12

HIT DICE: 4+2

THAC0: 17

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-3 (claw)/1-3 (claw)/
1-6 (bite)

SPECIAL ATTACKS: Paralyzing gaze

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

SIZE: M (4' long)

MORALE: Average (9)

XP VALUE: 420

PSIONICS: Nil

Appearance: Travelling as packs of desert-dwelling animals, howlers are known for the chilling screams they unleash while pursuing prey. A number of mercenaries have managed to domesticate young howlers and use them to capture runaway slaves.

Combat: The howlers roam the desert in packs and are rarely seen alone. Howler attack with two foreclaws doing 1d3 points of damage and with a bite for 1d6 points of damage. The most feared attack form of the howler is its ability to paralyze victims with its many eyes.

Habitat/Society: Howlers live and hunt in packs. Each pack is led by a single, large, male howler. In the lair of a pack of howlers there is a 20% chance that any given pair of howlers will have 1-2 young howlers. Although at this point the young howlers will not fight, they can be trained to serve as war beasts or hunting animals.

Ecology: Howlers are valuable hunters in Athas. During the last few years, they have been hunted almost to extinction in the tablelands.

SCREAMER BEETLE

CLIMATE/TERRAIN: Any

FREQUENCY: Common

ORGANIZATION: Pack

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Nil (0)

TREASURE: Nil

ALIGNMENT: Neutral

NO. APPEARING: 1-6

ARMOR CLASS: 2

MOVEMENT: 9

HIT DICE: 3

THAC0: 17

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 (mandibles)

SPECIAL ATTACKS: Psionic blast

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

SIZE: S (4' long)

MORALE: Steady (12)

XP VALUE: 175

PSIONIC SUMMARY:	Level 1	Dis/Sci/Dev 1/1/3	Attack/Defense PS/M	Score 13	PSPs 60
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Telepathy — *Sciences*: psionic blast.

Appearance: Screamer beetles are very deceptive in their beauty. The multi-colored chitinous shells are prized by art collectors and alchemists.

Combat: Screamer beetles hunt in small packs and generate psionic blasts from their abdomen that can harm, or even kill, targets. In melee, they attack with their two mandibles, doing 1d8 points of damage.

Habitat/Society: Nil

Ecology: The screamer beetles form small packs to overcome their victims. The main concern of the pack is food, thus they have been known to attack caravans.

SSURRAN

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	R, S
ALIGNMENT:	Lawful neutral or lawful evil

Appearance: Ssurrans are a reptilian race of nomads. Some are simple hunters, while others have taken up raiding. Ssurrans shamans can advance to be sixth level clerics, typically of earth or fire. They have adapted to the heat of the Athasian day and are active even during the blazing mid-day heat.

Combat: Ssurrans attack with their claws doing 1d8+4 points of damage, or with any weapons available.

NO. APPEARING:	5-30
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (claws) +4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Half damage from fire-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Average (10)
XP VALUE:	Warrior: 420, Shaman: 1,400
PSIONICS:	Nil

Habitat/Society: Ssurrans roam Athas, seeking shelter and food for the tribe. There have been cases when multiple tribes have joined together against a common threat. The ssurrans are led by a council of elders, who commonly are the priests of the tribe.

Ecology: The ssurrans have few natural enemies. They prey on human, demihuman, or humanoid settlements if nearby. The ssurran eggs are inedible, as is their flesh, but their skin is sometimes worked as scale armor (AC 6) that is resistant to heat.

STRINE

CLIMATE/TERRAIN:	Sandy Wastes, Stone Barrens, Rocky Badlands
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6
HIT DICE:	6
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 (bite)
SPECIAL ATTACKS:	Launches spines
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4' long)
MORALE:	Average (8)
XP VALUE:	1,400
PSIONICS:	Nil

Appearance: The strine looks like a large, armored porcupine. A lone hunter of the foothills, the strine depends on its thick covering of spines for protection.

Combat: When hunting, this slow creature launches four spines doing 1-6 points of damage each, as well as attacking with a vicious bite for 2-12 points of damage.

Habitat/Society: Strines live in sandy, rocky areas. Strines mate once a year and the males leave before the young are born.

Ecology: Strines feed on insects and small animals. They also feed on vegetation, and are very fond of cactus.

STYR

CLIMATE/TERRAIN:	Any	NO. APPEARING:	1
FREQUENCY:	Very rare	ARMOR CLASS:	0
ORGANIZATION:	Solitary	MOVEMENT:	6
ACTIVITY CYCLE:	Any	HIT DICE:	14
DIET:	Nil	THACØ:	7
INTELLIGENCE:	Semi (2-4)	NO. OF ATTACKS:	4
TREASURE:	Nil	DAMAGE/ATTACK:	2-20 (fist)
ALIGNMENT:	Neutral	SPECIAL ATTACKS:	Fire breath
		SPECIAL DEFENSES:	+1 or better weapon to hit
		MAGIC RESISTANCE:	30%
		SIZE:	L (9' tall)
		MORALE:	Fearless (19-20)
		XP VALUE:	13,000
		PSIONICS:	Nil

Appearance: The styr is a summoned creature from the elemental plane of earth. The styr resembles a four-faced statue, with four arms and legs.

Combat: Having four heads makes it impossible to be surprised and allows the styr to attack four times for 2d10 points of damage each. The styr can also breathe fire inflicting 3d6 points of damage.

Habitat/Society: The styr is usually summoned to guard treasure chambers. Many adventurers seeking treasure in ruins have fallen before the relentless attacks of the styr.

Ecology: Styr are not natural creatures and play no part in the world's ecology. They neither eat nor sleep, and "live" until their bodies are destroyed or banished.

TARI (RATMAN)

CLIMATE/TERRAIN:	Any	NO. APPEARING:	5-30
FREQUENCY:	Uncommon	ARMOR CLASS:	6
ORGANIZATION:	Pack	MOVEMENT:	12
ACTIVITY CYCLE:	Night	HIT DICE:	3
DIET:	Scavenger	THACØ:	17
INTELLIGENCE:	Average (8-10)	NO. OF ATTACKS:	1
TREASURE:	Lair: C, Individual: M	DAMAGE/ATTACK:	1-3 (bite), or by weapon
ALIGNMENT:	Neutral	SPECIAL ATTACKS:	Disease
		SPECIAL DEFENSES:	Nil
		MAGIC RESISTANCE:	Nil
		SIZE:	S (4' tall)
		MORALE:	Average (9)
		XP VALUE:	175
		PSIONICS:	Nil

Habitat/Society: The Tari gather in small tribes, living in sewers and garbage heaps. They move among these areas looking for food and items to protect the tribe.

Ecology: Fearful and suspicious, the Tari avoid contact with others. They are only hostile if they greatly outnumber a victim. Tari mate once a year.

Appearance: Commonly referred to as ratmen by humans, the Tari are small, furry, humanoid scavengers. They are capable of thriving on food and water too polluted for humans to drink.

Combat: While Tari will normally flee from anything bigger than themselves, if forced to fight they will use any weapon available or bite for 1d3 points of damage. The Tari tend to carry diseases, so a Tari bite has a 5% chance of infecting its intended victim with a serious disease, unless a save versus poison is made.

TYRIAN SLIME



CLIMATE/TERRAIN:	Subterranean, Mud Flats
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-3
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 (acid)
SPECIAL ATTACKS:	Launch "sticky" secretions
SPECIAL DEFENSES:	Immune to crushing and thrusting weapons, Immune to fire and acid
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' in diameter)
MORALE:	Average (10)
XP VALUE:	2,000
PSIONICS:	Nil

Appearance: This monster resembles any number of other slimes. It is largely composed of bluish green amoeba-like cells that allow it to seep through dark, damp subterranean areas beneath Athas. These creatures, like most others of their kind, can ooze beneath door cracks and move about the ceilings and walls. This allows them to drop on unsuspecting prey.

Combat: When Tyrian slimes attack, they envelop their prey and dissolve it. A Tyrian slime has two types of secretions. The first is a fast-drying, sticky substance that entangles its prey into motionlessness. This secretion is the slime's usual first attack. The spraying of this secretion acts like a *web* spell but affects one target rather than an area. The victim must make a saving throw versus breath weapon. A successful save indicates that the victim has dodged the spray, while failure indicates that the victim is entangled and cannot move.

The second secretion is a highly corrosive acid. This acidic secretion dissolves metal at a surprising rate (chain mail in two rounds, plate mail in three; and magical armor adds one additional round per each plus to Armor Class). The acid is also caustic to flesh and bone. Bone is dissolved on contact and exposed flesh suffers 2-12 (2d6) points of damage per hit.

Habitat/Society: The Tyrian slime is a solitary, asexual creature. It reproduces by dividing itself and is occasionally encountered with its own divided offspring. The Tyrian slime lives to eat and reproduce.

Ecology: Dissolving all types of carrion and refuse, the Tyrian slime is sometimes tolerated as a sort of groundskeeper. However, because of its instinctual reactions, the Tyrian slime occasionally manages to catch neighboring creatures and would-be feeders off-guard, and attacks them.

UNDERMOUNTAIN FOLK (MINDHOME)



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	hive
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Lair: B, Individual: R
ALIGNMENT:	Neutral

PSIONIC SUMMARY:	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
	4	2/2/9	EW/M, TW	15	92

Telepathy — *Sciences*: tower of iron will; *Devotions*: ego whip, contact, ESP, send thoughts, sound link, taste link.

Clairsentience — *Sciences*: clairvoyance; *Devotions*: danger sense, know location, spirit sense.

Appearance: These small humanoids are known as the Undermountain folk by the surface dwellers. They are a reclusive, shy breed that dwell in the caverns beneath Undermountain. Undermountain folk belong to Mindhomes. Their complexion is light blue, with no body hair. They have infravision with a range of 120 feet.

Combat: When trapped and forced to fight, Undermountain folk will use psionics to defend themselves, as well as anything within reach. The Mindhomes are in constant telepathic link with each other. Mind-affecting spells do not work against them since they are telepathically linked.

Habitat/Society: Mindhomes are communal groups, telepathically linked to each other. Those with similar views support one another, creating a unified mind. Those who find independent thought are outcasts from the communal group.

Ecology: If taken from the communal groups, individuals usually go into a catatonic state and therefore are rarely sought after. The Undermountain folk eat fungus and other subterranean plant life found beneath Undermountain.

★ MAGIC ★

For instructions on how to cast spells and use psionics, refer to the "Spellcasting/Psionics" section on page 17.

PRESERVER SPELLS

Preserver Spell Characteristics

Note: The game automatically calculates and displays the range and the area of effect. However, for those interested, statistics appear in the spell/psionics data.

RANGE

Range is the distance from the caster at which the spell effect occurs or begins. Some possibilities are:

- ★ Ø: Can only be used on the spellcaster.
- ★ Touch: Must physically touch the target.

DURATION

This lists how long the magical energy of the spell lasts. Some possibilities are:

- ★ Combat: Spell's effects last for one combat.
- ★ Instantaneous: Spell's effects occur instantly.
- ★ Special: Duration depends on spell's use.

AREA OF EFFECT

This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell.

SAVING THROW

This lists whether the spell allows the target a saving throw and explains the effect of a successful save. (A saving throw is a chance to avoid some or all of a spell's effects.) Some possibilities are:

- ★ Neg.: Spell has no effect if save is successful.
- ★ 1/2: Character suffers half the normal amount of damage.
- ★ None: No saving throw is allowed.
- ★ Special: See the spell description for details.

★ FIRST-LEVEL PRESERVER SPELLS ★



Armor

RANGE: Touch DURATION: Special

AREA OF EFFECT: 1 creature

SAVING THROW: None

Armor creates a magical field of force that serves as if it were scale mail armor (AC 6). This spell is not affected by class limitations — i.e. a mage, cleric, or druid can be affected by this spell. The spell is not cumulative with the shield spell. Armor lasts until dispelled or the recipient takes sufficient damage to remove it.



Burning Hands

RANGE: Ø DURATION: Instantaneous

AREA OF EFFECT: 120° cone adjacent to caster

SAVING THROW: 1/2

Burning hands inflicts 1 to 3 hit points of fire damage plus 2 per level of the preserver on targeted creatures.



Charm Person

RANGE: 120 yards DURATION: Combat

AREA OF EFFECT: 1 person

SAVING THROW: Neg.

Charm person changes the target's allegiance in combat so that an opponent fights for the preserver's side. It only affects character types (human, dwarf, etc.). Note: This spell is not effective outside combat.



Chill Touch

RANGE: Touch DURATION: Special

AREA OF EFFECT: Creature touched

SAVING THROW: Neg.

Chill touch attacks the life force of any living creature. The target suffers 1 to 4 points of damage and loses 1 point of Strength per successful attack. Undead touched by the preserver suffer no damage or Strength loss, but may flee for several rounds.



Color Spray

RANGE: Ø DURATION: Instantaneous

AREA OF EFFECT: 5' x 20' x 20' wedge

SAVING THROW: Special

Color spray causes a vivid, fan-shaped spray of clashing colors to leap from the preserver's hand. Up to 6 creatures may be stunned by this overwhelming cascade of light. Higher level creatures may save and avoid the spell's effects.



Enlarge

RANGE: 5 yards/level

DURATION: 5 rounds/level

AREA OF EFFECT: 1 creature or object

SAVING THROW: Neg.

Enlarge makes the recipient larger and stronger, allowing it to do more damage in melee combat. The higher the preserver's level, the greater the spell's effect.



Gaze Reflection

RANGE: 0 **DURATION:** 2 rounds + 1 round/level **AREA OF EFFECT:** Special

SAVING THROW: None

Gaze reflection creates a shimmering, mirror-like area of air before the preserver. Any gaze attack is reflected back upon the gazer, with potentially harmful effects.



Grease

RANGE: 10 yards **DURATION:** 3 rounds + 1 round/level **AREA OF EFFECT:** 10' x 10' square area

SAVING THROW: Neg.

Grease covers a surface with a slippery layer of a fatty, greasy nature. Any creature entering its area slips and slides, and cannot move for the round.



Magic Missile

RANGE: 60 yards + 10 yards/level **DURATION:** Instantaneous **AREA OF EFFECT:** 1 creature

SAVING THROW: None

Magic missile does 2 to 5 hit points of damage per missile with no saving throw. A preserver throws 1 missile for every 2 levels (1 at levels 1 to 2, 2 at levels 3 to 4, etc.) This spell damages any single target within its range unless the target is magic resistant or has magical protection such as a *shield* spell.



Shield

RANGE: 0 **DURATION:** 5 rounds/level

AREA OF EFFECT: Caster

SAVING THROW: None

Shield negates enemy *magic missile* spells, improves the preserver's saving throw versus missiles, and may improve his or her AC.



Shocking Grasp

RANGE: Touch **DURATION:** Instantaneous

AREA OF EFFECT: Creature touched

SAVING THROW: None

Shocking grasp does 1 to 8 hit points of electrical damage +1 hit point per level of the preserver.



Wall of Fog

RANGE: 30 yards **DURATION:** 2-8 rounds + 1 round/level

AREA OF EFFECT: 30-yard long wall

SAVING THROW: None

Wall of fog creates a billowing wall of misty vapors. The fog blocks everyone's line of sight so neither side can see the other.

★ SECOND-LEVEL PRESERVER SPELLS ★



Blur

RANGE: 0

DURATION: 3 rounds + 1 round/level

AREA OF EFFECT: Caster

SAVING THROW: None

Blur causes the preserver's form to become blurred, shifting, and wavering. A preserver affected with this spell becomes more difficult to hit, and gains a +1 bonus on saving throws versus magical attacks.



Detect Invisibility

RANGE: 0

DURATION: 5 rounds/level

AREA OF EFFECT: Caster

SAVING THROW: None

Detect invisibility allows the target to spot invisible creatures and objects.



Flaming Sphere

RANGE: 10 yards

DURATION: 1 round

AREA OF EFFECT: 3' radius sphere

SAVING THROW: Neg.

Flaming sphere creates a burning globe of fire that rolls in whatever direction the preserver wishes. Creatures must save versus spell, or suffer 2 to 8 points of damage from this veritable inferno.



Fog Cloud

RANGE: 20 yards

DURATION: 4 rounds + 1 round/level

AREA OF EFFECT: 40' cube

SAVING THROW: None

Fog cloud creates a large magical cloud of opaque fog. The fog blocks everyone's line of sight. Neither side can see the other.



Glitterdust

RANGE: 10 yards/level

DURATION: 1-4 rounds + 1/level of caster

AREA OF EFFECT: 20' cube

SAVING THROW: Special

Glitterdust creates a cloud of glittering particles which covers creatures within the area of effect. Creatures failing their saves are blinded, with the additional side effect that invisible creatures become visible.



Invisibility

RANGE: Touch

DURATION: Special

AREA OF EFFECT: Creature touched

SAVING THROW: None

Invisibility makes the target invisible. The THAC0 of melee attacks against invisible recipients is reduced (improved) by 4, and it is impossible to aim ranged attacks at them. *Invisibility* is dispelled when the recipient attacks or casts a spell. Note: This spell is not effective outside combat.



Melf's Acid Arrow

RANGE: 180 yards **DURATION:** Special **AREA OF EFFECT:** 1 target **SAVING THROW:** None

Melf's acid arrow creates a magical arrow that speeds to its target as if fired from the bow of a fighter the same level as the preserver. This arrow strikes for 2 to 8 points of acid damage. As the preserver rises in level, the acid burns for longer periods of time, causing additional damage.



Mirror Image

RANGE: 0 **DURATION:** 3 rounds/level **AREA OF EFFECT:** 6' radius **SAVING THROW:** None

Mirror image creates 1 to 4 illusionary duplicates of the preserver to draw off attacks. A duplicate disappears when it is attacked. Additional images are created at higher levels.



Protection from Paralysis

RANGE: Touch **DURATION:** 1 turn/level **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

Protection from paralysis gives the recipient immunity from all forms of paralysis, be they magical (as in a *hold person* spell), or natural (as in the paralyzing gaze of a sand howler).



Scare

RANGE: 30 yards + 10 yards/level **DURATION:** 1-4 rounds + 1 round/level **AREA OF EFFECT:** 15' radius **SAVING THROW:** Neg.

Scare causes creatures with fewer than six Hit Dice or six levels of experience to fall into fits of trembling and shaking. A creature under the effects of scare finds it difficult to fight, and may often flee in combat. Note: this spell has no effect on undead creatures.



Stinking Cloud

RANGE: 30 yards **DURATION:** 1 round/level **AREA OF EFFECT:** 20' cube **SAVING THROW:** Neg.

Stinking cloud renders those in its area of effect unable to attack for 2 to 5 rounds. If the target saves, it is not affected.



Strength

RANGE: Touch **DURATION:** 1 hour/level **AREA OF EFFECT:** Person touched **SAVING THROW:** None

Strength raises the target's Strength by 1 to 8 points depending on the class of the target. The target's Strength can only be raised to a maximum of 24.



Web

RANGE: 5 yards/level **DURATION:** 2 turns/level **AREA OF EFFECT:** 30' radius **SAVING THROW:** Neg. or 1/2

Web creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. The webs prevent movement, and can only be removed by fire.

* THIRD-LEVEL PRESERVER SPELLS *



Blink

RANGE: 0 **DURATION:** 1 round/level **AREA OF EFFECT:** Caster **SAVING THROW:** None

Blink allows a preserver to "blink out" after acting each round. Although the preserver may be physically attacked before acting each round, he or she may not be attacked after because the opponent cannot see the preserver clearly.



Dispel Magic

RANGE: 120 yards **DURATION:** Instantaneous **AREA OF EFFECT:** 30' cube **SAVING THROW:** None

Dispel magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any characters that have been held, slowed, made nauseous, etc.



Fireball

RANGE: 10 yards + 10 yards/level **DURATION:** Instantaneous **AREA OF EFFECT:** 20' radius **SAVING THROW:** 1/2

Fireball is a magical explosion that does 1 to 6 hit points of damage per level of the caster to all targets within its area. If the target makes its saving throw, damage is halved. The spell's power demands that you target carefully.



Flame Arrow

RANGE: 30 yards + 10 yards/level **DURATION:** 1 round **AREA OF EFFECT:** Special **SAVING THROW:** None

Flame arrow enables the preserver to hurl fiery bolts at opponents within range. Each "arrow" inflicts 1 to 6 points of damage, plus an additional 4 to 24 points of fire damage.



Haste

RANGE: 60 yards **DURATION:** 3 rounds + 1 round/level **AREA OF EFFECT:** 40' cube, 1 creature/level **SAVING THROW:** None

Haste doubles the recipient's movement and number of melee attacks per round. *Haste* has a short duration, so you should wait until a fight is imminent to cast it.



Hold Person

RANGE: 120 yards **DURATION:** 2 rounds/level **AREA OF EFFECT:** 1 to 4 persons in a 20' cube **SAVING THROW:** Neg.

Hold person may paralyze targets of character types (human, dwarf, etc.). You can aim a *hold person* spell at up to 4 targets. Note: This spell is not effective outside combat.



Hold Undead

RANGE: 60 feet **DURATION:** 1-4 rounds + 1 round/level **AREA OF EFFECT:** 1-3 undead **SAVING THROW:** Neg.

Hold undead paralyzes up to 3 undead creatures whose Hit Dice are less than or equal to the preserver. Note: This spell is not effective outside combat.



Lightning Bolt

RANGE: 40 yards + 10 yards/level **DURATION:** Instantaneous **AREA OF EFFECT:** Special **SAVING THROW:** 1/2

Lightning bolt is a magical electrical attack that does 1 to 6 hit points of damage per level of the caster to each target along its path. For best results, send the bolt down a row of opponents.



Melf's Minute Meteors

RANGE: 70 yards + 10 yards/level **DURATION:** Instantaneous **AREA OF EFFECT:** 1 target **SAVING THROW:** None

Melf's minute meteors enables the preserver to cast (with a +2 bonus to hit) five small globes of fire, each of which bursts into a one-foot-diameter sphere upon impact, inflicting 1 to 4 points of damage.



Minor Malison

RANGE: 60 feet **DURATION:** 2 rounds/level **AREA OF EFFECT:** 30' radius sphere **SAVING THROW:** None

Minor malison causes the preserver's opponents to make all saving throws at a -1 penalty.



Monster Summoning I

RANGE: 30 yards **DURATION:** 2 rounds + 1 round/level **AREA OF EFFECT:** Adjacent to caster **SAVING THROW:** None

Monster summoning I allows the preserver to magically conjure first-level monsters, who fight on the preserver's side in combat.



Protection from Normal Missiles

RANGE: Touch **DURATION:** 1 turn/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Protection from normal missiles makes the target impervious to non-magical missiles.



Slow

RANGE: 90 yards + 10 yards/level **DURATION:** 3 rounds + 1 round/level **AREA OF EFFECT:** 40' cube **SAVING THROW:** Neg.

Slow affects all foes within the area of effect and halves the target's movement and number of melee attacks per round. *Slow* can be used to negate an opponent's *haste* spell.



Spirit Armor

RANGE: 0 **DURATION:** 2 rounds/level **AREA OF EFFECT:** Caster **SAVING THROW:** Special

Spirit armor surrounds the preserver with an aura composed of his or her life essence. This aura acts as splint mail of AC 4 and grants a +3 bonus to saving throws versus magical attacks.



Vampiric Touch

RANGE: 0 **DURATION:** One touch **AREA OF EFFECT:** Caster **SAVING THROW:** None

Vampiric touch allows a preserver to temporarily raise his or her hit points, possibly above the normal level. A successful attack causes the opponent to lose 1 to 6 hit points for every two caster levels, to a maximum drain of 6 to 36 hit points. The hit points are added to the total, with any hit points over the normal total treated as temporary. These additional points are lost at the rate of one hit point per turn.

* FOURTH-LEVEL PRESERVER SPELLS *



Charm Monster

RANGE: 60 yards **DURATION:** Special **AREA OF EFFECT:** 1 or more creatures in a 20' radius **SAVING THROW:** Neg.

Charm monster changes a target's allegiance in combat so it fights on the side of the preserver. The spell works on most living creatures. Note: This spell is not effective outside combat.



Confusion

RANGE: 120 yards **DURATION:** 2 rounds + 1 round/level **AREA OF EFFECT:** Up to a 60' cube **SAVING THROW:** Special

Targeted creatures must make their saving throw each round or face *confusion* effects; these include standing confused, becoming enraged, fleeing in terror, or going berserk. This spell is most effective when used against a large number of enemies.



Evard's Black Tentacles

RANGE: 30 yards **DURATION:** 1 hour/level **AREA OF EFFECT:** 30 sq. ft./level **SAVING THROW:** None

Evard's black tentacles causes a black, rubbery tentacle to spring forth from the ground. The tentacle inflicts 3 to 12 points of damage per round until destroyed.



Fear

RANGE: 0 **DURATION:** Instantaneous **AREA OF EFFECT:** 60' long cone, 30' diameter at end, 5' at base **SAVING THROW:** Neg.

Fear causes all targets within its area of effect to flee in terror.



Fire Shield

RANGE: 0 **DURATION:** 2 rounds + 1 round/level **AREA OF EFFECT:** Caster **SAVING THROW:** None

Fire shield protects the preserver so that any creature who hits the preserver in melee does damage, but takes the same amount of damage in return. The preserver takes half damage and has the saving throw from the attack improved by 2.



Ice Storm

RANGE: 10 yards/level **DURATION:** Instantaneous **AREA OF EFFECT:** 20' square **SAVING THROW:** None

Ice storm does 3 to 30 hit points of damage to all targets within its area. This spell even inflicts full damage on opponents protected by *resist cold*.



Improved Invisibility

RANGE: Touch **DURATION:** 4 rounds + 1 round/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Improved invisibility is similar to the *invisibility* spell, but the recipient is able to attack (either by missile discharge, melee combat, or spellcasting) and remain unseen. Note: This spell is not effective outside combat.



Minor Globe of Invulnerability

RANGE: 0 **DURATION:** 1 round/level **AREA OF EFFECT:** 5' radius sphere **SAVING THROW:** None

Minor globe of invulnerability creates a small sphere which protects those within from incoming first, second, or third-level spells.



Minor Spell Turning

RANGE: 0 **DURATION:** 3 rounds/level **AREA OF EFFECT:** Caster (and casting opponent) **SAVING THROW:** None

Minor spell turning causes the effects of first, second, and third-level spells directed at the protected preserver to reflect back and affect the casting opponent.



Monster Summoning II

RANGE: 40 **DURATION:** 3 rounds + 1 round/level **AREA OF EFFECT:** Adjacent to caster **SAVING THROW:** None

Monster summoning II allows the preserver to magically conjure second-level monsters, who fight on the preserver's side in combat.



Rainbow Pattern

RANGE: 10 yards **DURATION:** Special **AREA OF EFFECT:** 30' cube **SAVING THROW:** Neg.

With *rainbow pattern*, the preserver creates a flashing, interweaving band of rainbow-colored lights which absorb the full attention of affected creatures. Direct attacks on the creatures break the spell. Note: This spell is not effective outside combat.



Solid Fog

RANGE: 30 yards **DURATION:** 2-4 rounds + 1 round/level **AREA OF EFFECT:** 20' x 10' x 10' volume/level of caster **SAVING THROW:** None

Solid fog creates a billowing mass of misty vapor similar to a *wall of fog* spell. Movement through the fog is slowed to 1/10 of normal. *Solid fog* may be dispelled with fire-based spells such as *fireball*.



Stoneskin

RANGE: Touch **DURATION:** Special **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

The recipient of a *stoneskin* spell gains virtual immunity to any attack by cut, blow, projectile, or other physical attack. The spell blocks 1 to 4 attacks, plus 1 attack per 2 levels of experience.



Turn Pebble to Boulder

RANGE: Touch **DURATION:** Special **AREA OF EFFECT:** Special **SAVING THROW:** None

Turn pebble to boulder causes a hurled pebble to grow into a boulder as it flies, inflicting 11 to 26 hit points of damage if it strikes the target.



Wall of Fire

RANGE: 60 yards **DURATION:** Special **AREA OF EFFECT:** Special **SAVING THROW:** None

The *wall of fire* spell brings forth an immobile, 20-foot tall curtain of magical fire. Creatures passing through the wall take damage from the flames.



Wall of Ice

RANGE: 10 yards/level **DURATION:** Instantaneous **AREA OF EFFECT:** Special **SAVING THROW:** None

Wall of ice creates a sheet of ice that makes movement impossible. It blocks the line of sight between enemies and your party.

* FIFTH-LEVEL PRESERVER SPELLS *



Chaos

RANGE: 5 yards/level **DURATION:** 1 round/level **AREA OF EFFECT:** Up to 40' cube **SAVING THROW:** Special

Chaos affects 1 to 4 targets, plus 1 creature per caster level. Targeted creatures must make their saving throw each round or face the spell's effects; these include standing confused, becoming enraged, fleeing in terror, or going berserk. This spell is most effective when used against a large number of enemies. Highly intelligent creatures (Intelligence of 21 or greater), or simple creatures (Intelligence of 4 or less) may save to avoid the spell's effects. Only fighters gain a save versus this spell.



Cloudkill

RANGE: 10 yards **DURATION:** 1 round/level **AREA OF EFFECT:** 40' wide, 20' high, 20' deep cloud **SAVING THROW:** None

Cloudkill kills weak monsters in its area of effect. More powerful monsters may merely take damage.



Cone of Cold

RANGE: 0 **DURATION:** Instantaneous **AREA OF EFFECT:** Special **SAVING THROW:** 1/2

Cone of cold unleashes a withering cone-shaped blast of cold. The spell's range and damage increases with the preserver's level.



Conjure Elemental

RANGE: 60 yards **DURATION:** 1 turn/level **AREA OF EFFECT:** Special **SAVING THROW:** None

Conjure elemental allows the preserver to conjure an air, earth, fire, or water elemental to fight for the preserver in battle. The elemental disappears after the battle.



Dismissal

RANGE: 10 yards **DURATION:** Permanent **AREA OF EFFECT:** 1 creature **SAVING THROW:** Neg.

Dismissal attempts to force a creature from another plane of existence to return to its proper plane. These extra-planar creatures must save or be forcefully expelled from the current plane of existence.



Domination

RANGE: 10 yards/level **DURATION:** Special **AREA OF EFFECT:** 1 person **SAVING THROW:** Neg.

Domination allows a preserver to dominate another person. Targets fight on the preserver's side in combat. Due to the spell's power, targeted creatures must save at a -2 penalty or be dominated. Note: This spell is not effective outside combat.



Feeblemind

RANGE: 10 yards/level **DURATION:** Permanent **AREA OF EFFECT:** 1 creature **SAVING THROW:** Neg.

Feeblemind causes targets to drop dramatically in Intelligence and Wisdom, and lose their ability to cast spells or psionics. A *heal* spell counters the effect of *feeblemind*.



Hold Monster

RANGE: 5 yards/level **DURATION:** 1 round/level **AREA OF EFFECT:** 1-4 creatures **SAVING THROW:** Neg.

Hold monster is similar to *hold person*, except that it affects a wider variety of creatures. Note: This spell is not effective outside combat.



Lower Resistance

RANGE: 60 yards **DURATION:** 1 turn + 1 round/level **AREA OF EFFECT:** One creature **SAVING THROW:** None

Lower resistance causes the magical resistance of the recipient to drop 30% plus 1% per level of the caster.



Monster Summoning III

RANGE: 50 yards **DURATION:** 4 rounds + 1 round/level **AREA OF EFFECT:** 10' cube **SAVING THROW:** None

Monster summoning III allows the preserver to magically conjure third-level monsters, who fight on the preserver's side in combat.



Summon Shadow

RANGE: 10 yards **DURATION:** 1 round + 1 round/level **AREA OF EFFECT:** 10' cube **SAVING THROW:** None

Summon shadow summons 1 shadow. This shadow fights for the preserver until slain or dispelled.



Wall of Force

RANGE: 30 yards **DURATION:** 1 turn + 1 round/level **AREA OF EFFECT:** Up to 10' square/level **SAVING THROW:** None

A *wall of force* creates an invisible barrier in the location desired by the preserver, up to the spell's range. The wall blocks all attacks, and can only be dispelled with *disintegrate*.



Wall of Stone

RANGE: 5 yards/level **DURATION:** 1 day **AREA OF EFFECT:** Special **SAVING THROW:** None

Wall of stone creates a wall of granite rock that can be used to block passages, walkways, etc.

Cleric Spell Characteristics

Note: The game automatically calculates and displays the range and the area of effect. However, for those interested, statistics appear in the spell/psionics data.

SPHERE

This identifies the sphere or spheres into which each spell falls.

RANGE

Range is the distance from the caster at which the spell effect occurs or begins. Some possibilities are:

- * Ø: Can only be used on the spellcaster.
- * Touch: Must physically touch the target.

DURATION

This lists how long the magical energy of the spell lasts. Some possibilities are:

- * Combat: Spell's effects last for one combat.
- * Instantaneous: Spell's effects occur instantly.
- * Special: Duration depends on spell's use.

AREA OF EFFECT

This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell.

SAVING THROW

This lists whether the spell allows the target a saving throw and explains the effect of a successful save. (A saving throw is a chance to avoid some or all of a spell's effects.) Some possibilities are:

- * Neg.: Spell has no effect if save is successful.
- * 1/2: Character suffers half the normal amount of damage.
- * None: No saving throw is allowed.
- * Special: See the spell description for details.

* FIRST-LEVEL CLERIC SPELLS *



Bless

SPHERE: Cosmos **RANGE:** 60 yards **DURATION:** 6 rounds **AREA OF EFFECT:** 50' cube **SAVING THROW:** None

Bless improves the THACØ of friendly characters by 1. Bless cannot affect characters who are adjacent to monsters when the spell is cast, and the spell is not cumulative. This is a good spell to cast before going into combat.



Cause Fear

SPHERE: Cosmos **RANGE:** 10 yards **DURATION:** Special **AREA OF EFFECT:** 1 creature/4 levels **SAVING THROW:** Special

Cause fear strikes terror in the hearts of hostile monsters. Creatures must save or flee in panic for 1 to 4 rounds.



Cause Light Wounds

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cause light wounds inflicts 1 to 8 hit points of damage on a target.



Cure Light Wounds

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cure light wounds heals 1 to 8 hit points, up to the recipient's normal maximum hit points.



Curse

SPHERE: Cosmos **RANGE:** 60 yards **DURATION:** 6 rounds **AREA OF EFFECT:** 50' cube **SAVING THROW:** None

Curse increases (weakens) the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC, and the spell's effects are not cumulative.



Entangle

SPHERE: Cosmos **RANGE:** 80 yards **DURATION:** 1 turn/level **AREA OF EFFECT:** 40' cube **SAVING THROW:** 1/2

Entangle causes the plants in the ground to sprout up and entangle or capture creatures. Victims who fail their save become tangled and move very slowly.



Invisibility to Undead

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 6 rounds **AREA OF EFFECT:** Creature touched **SAVING THROW:** Special

Invisibility to undead causes affected undead to lose track of and ignore the warded creature for the duration of the spell. The recipient thus effectively becomes invisible to undead creatures.

Note: This spell is not effective outside combat.



Magical Stone

SPHERE: Earth **RANGE:** 0 **DURATION:** Instantaneous **AREA OF EFFECT:** Special **SAVING THROW:** None

Magical stone allows the cleric to temporarily enchant three small pebbles. These magical stones can then be hurled at an opponent, causing 1 to 4 points of damage per stone, or 2 to 8 points if the target is undead.



Protection From Evil

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 3 rounds/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Protection from evil improves the AC and saving throws of the recipient by 2 against attackers of evil alignment.



Remove Fear

SPHERE: Cosmos **RANGE:** 10 yards **DURATION:** Permanent **AREA OF EFFECT:** 1 creature/4 levels **SAVING THROW:** Special

Remove fear instills courage in the spell's recipient, removing the effects of a *cause fear* spell.



Shillelagh

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 4 rounds + 1 round/level **AREA OF EFFECT:** Caster **SAVING THROW:** None

This spell enables the cleric to temporarily create a magical club that appears in his or her hand.



* SECOND-LEVEL CLERIC SPELLS *



Aid

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 1 round + 1 round/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Aid is much like the *bless* spell, except the recipient also gains the benefit of 1 to 8 additional hit points for the duration of the spell. The temporary hit points are subtracted before the character's own if injured in combat. This spell may be used in conjunction with the *bless* spell, but is not cumulative with it.



Barkskin

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 4 rounds + 1 round/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

When a cleric casts the *barkskin* spell, the recipient's skin becomes as tough as bark, improving (lowering) its base Armor Class to AC 6, plus 1 AC for every four levels of the caster. In addition, the affected creature gains +1 to all saving throws.



Charm Person or Mammal

SPHERE: Cosmos **RANGE:** 80 yards **DURATION:** Combat **AREA OF EFFECT:** 1 person or mammal **SAVING THROW:** Neg.

Charm person or mammal allows the cleric to charm any single person or mammal, causing it to fight on the side of the cleric in battle. The targeted creature may save to avoid the spell's effects. Note: This spell is not effective outside combat.



Dust Devil

SPHERE: Earth, Air **RANGE:** 30 yards **DURATION:** 2 rounds/level **AREA OF EFFECT:** Adjacent to caster **SAVING THROW:** None

Dust devil enables the cleric to conjure up a dust devil, who fights on the side of the cleric in battle.



Find Traps

SPHERE: Cosmos **RANGE:** 0 **DURATION:** 3 turns **AREA OF EFFECT:** Caster **SAVING THROW:** None

Find traps reveals the location of all traps, whether magical or mechanical, to the cleric. Thus, when a character comes upon a trap, he or she is aware of it and can retreat, or have someone disarm it.



Flame Blade

SPHERE: Fire **RANGE:** 0 **DURATION:** 4 rounds + 1 round/2 levels **AREA OF EFFECT:** 3' long, sword-like blade **SAVING THROW:** None

When this spell is cast a burning sword appears in the cleric's hand — attack with this as one would with any other melee weapon. The blade attacks like a normal sword and does 7 to 10 points of damage. The spell does slightly less damage against targets protected from fire.



Hold Person

SPHERE: Cosmos **RANGE:** 120 yards **DURATION:** 2 rounds/level **AREA OF EFFECT:** 1 to 4 persons **SAVING THROW:** Neg.

This spell can affect human, demi-human, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the cleric. Note: This spell is not effective outside combat.



Resist Cold

SPHERE: Fire **RANGE:** Touch **DURATION:** 1 round/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Resist cold halves damage from cold attacks and improves saving throws versus cold attacks by 3.



Resist Fire

SPHERE: Fire **RANGE:** Touch **DURATION:** 1 round/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Resist fire halves damage from fire attacks and improves saving throws versus fire attacks by 3.



Spiritual Hammer

SPHERE: Cosmos **RANGE:** 10 yards/level **DURATION:** 3 rounds + 1 round/level **AREA OF EFFECT:** Caster **SAVING THROW:** None

Spiritual hammer creates a temporary magic hammer that is automatically readied. Spiritual hammers can hit monsters that may only be struck by +1 weapons.

* THIRD-LEVEL CLERIC SPELLS *



Bestow Curse

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** 1 target **SAVING THROW:** Neg.

This spell allows the cleric to curse a creature, giving it a -4 penalty to attacks and saves. The spell's effects can be reversed with dispel magic or remove curse.



Cause Blindness or Deafness

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

Cause blindness or deafness blinds or deafens one target. This can only be cured by a cure blindness or deafness spell.



Cause Disease

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

Cause disease infects the target with a debilitating ailment that saps strength and hit points.



Conjure Lesser Elemental

SPHERE: Earth, Air, Fire, Water **RANGE:** 30 yards **DURATION:** 1 turn + 1 round/level **AREA OF EFFECT:** Special **SAVING THROW:** None

Conjure lesser elemental allows the cleric to open a gate to its elemental plane and summon a lesser elemental to fight for the cleric in battle. The lesser elemental disappears when the spell wears off.



Cure Blindness or Deafness

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

Cure blindness or deafness counters the effects of cause blindness or deafness.



Cure Disease

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cure disease removes the effects of disease caused by some monsters or cause disease spells.



Dispel Magic

SPHERE: Cosmos **RANGE:** 60 yards **DURATION:** Permanent **AREA OF EFFECT:** 30' cube or 1 item **SAVING THROW:** None

Dispel magic removes the effects of spells that do not have specific counter spells. This is the cure spell for any characters that have been held, slowed, or made nauseous.



Magical Vestment

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 5 rounds/level **AREA OF EFFECT:** Caster **SAVING THROW:** None

This spell enchants the cleric's own robes, providing protection at least equivalent to chain mail (AC 5). The vestment gains a +1 enchantment for every three levels the cleric earns above 5th level. For example, an 11th-level cleric would have AC 3 protection. This spell is not cumulative with itself or any other spells or armor. The spell's duration increases with the level of the cleric.



Negative Plane Protection

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

Negative plane protection affords the recipient protection from one draining attack from undead monsters. Note that the spell affords protection against the first attack, but no protection against subsequent attacks (unless cast again).



Prayer

SPHERE: Cosmos **RANGE:** 0 **DURATION:** 1 round/level **AREA OF EFFECT:** 60' radius **SAVING THROW:** None

Prayer improves the THAC0 and saving throws of friendly characters by 1 and increases (weakens) the THAC0 and saving throws of monsters by 1. This is a good spell to cast before going into combat, but it is not cumulative.



Protection from Fire

SPHERE: Fire **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Protection from fire gives limited protection against fire. The recipient of the spell gets a +3 bonus to their save and takes half damage from flames.



Remove Curse

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** 1 target **SAVING THROW:** None

Remove curse removes effects of a *bestow curse* spell. It also allows the recipient to unready cursed magic items.



Remove Paralysis

SPHERE: Cosmos **RANGE:** 10 yards/level **DURATION:** Permanent **AREA OF EFFECT:** 1 to 4 creatures **SAVING THROW:** None

This spell negates the effects of any type of paralyzation or related magic. For example, the spell counters *hold* or *slow* spells.



Summon Insects

SPHERE: Cosmos **RANGE:** 30 yards **DURATION:** 1 round/level **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

Summon insects attracts a cloud of insects to attack the foes of the cleric. Anyone in the cloud takes 4 points of damage per round, has a +2 AC penalty, and receives a -2 penalty to hit.

* FOURTH-LEVEL CLERIC SPELLS *



Abjure

SPHERE: Cosmos **RANGE:** 10 yards **DURATION:** Instantaneous **AREA OF EFFECT:** 1 creature **SAVING THROW:** Neg.

Abjure allows the cleric to dispel extraplanar creatures back to their own plane of existence. Creatures such as tanar'ri, elementals, and slaads fall into this category.



Blood Flow

SPHERE: Water **RANGE:** Touch **DURATION:** Instantaneous **AREA OF EFFECT:** 1 target **SAVING THROW:** Neg.

Blood flow allows the manipulation of the circulatory system, and can thus be used to heal or injure. When healing, 2 to 12 points of damage are cured. If the spell is used to injure, the target is stunned for up to 4 rounds.



Cause Serious Wounds

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cause serious wounds inflicts 3 to 17 hit points of damage on a target.



Cloak of Bravery

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

The *cloak of bravery* spell can be cast upon any willing creature. An individual thus protected gains a +4 bonus to saves versus fear. Note: the spell only protects the recipient from the first fear effect — it is then dispelled and does not provide any further protection (unless cast again).



Cloak of Fear

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

The recipient of this spell receives an aura of fear. The first opponent who strikes the affected character must save versus fear or run away in panic. Note: the spell only affects the recipient once (unless cast again).



Condense

SPHERE: Earth **RANGE:** 100 yards **DURATION:** Permanent **AREA OF EFFECT:** 1 target **SAVING THROW:** None

Condense causes a small pebble, hurled by the cleric, to attract dust and debris. This condensed matter makes the pebble the size of a large rock, causing 3 to 18 hit points of damage if it hits its target.



Cure Serious Wounds

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cure serious wounds heals 3 to 17 hit points, up to the recipient's normal maximum hit points.



Dehydrate

SPHERE: Water **RANGE:** Touch **DURATION:** Instantaneous **AREA OF EFFECT:** 1 target **SAVING THROW:** None

Dehydrate only affects creatures with a circulatory system. The target is dehydrated for 2 to 12 hit points of damage plus 1 per level of the cleric.



Dust Cloud

SPHERE: Earth, Air **RANGE:** 60 yards **DURATION:** 1 turn + 1 round/level **AREA OF EFFECT:** 30' radius **SAVING THROW:** None

When a cleric creates a *dust cloud*, a swirling cloud of sand and dust obscures enemies' vision and prevents missile weapons from passing through.



Focus Heat

SPHERE: Fire **RANGE:** 60 yards **DURATION:** Instantaneous **AREA OF EFFECT:** 1 target **SAVING THROW:** 1/2

The cleric focuses the rays of the sun onto a single point, causing 2 to 12 hit points of damage plus 1 per level of the cleric on the target.



Free Action

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 1 turn/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Free action allows the recipient to break the effects of spells such as *slow*, *hold person*, and *web*.



Neutralize Poison

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

This spell detoxifies any sort of poison or venom. However, the spell cannot return characters to life if they have already died from poisoning.



Poison

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

Poison causes the target to save versus poison or die.



Produce Fire

SPHERE: Fire **RANGE:** 40 yards **DURATION:** 1 round **AREA OF EFFECT:** 12' square **SAVING THROW:** None

With *produce fire*, the cleric calls forth a sudden blaze that inflicts 2 to 5 hit points of damage on creatures within its area.



Protection from Evil, 10' Radius

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 1 turn/level **AREA OF EFFECT:** 10' radius sphere **SAVING THROW:** None

Protection from evil, 10' radius can be cast on a character or monster and improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers. The effects of this spell are not cumulative.



Protection from Lightning

SPHERE: Air **RANGE:** Touch **DURATION:** 1 turn/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Protection from lightning creates a protective aura which protects the recipient from the effects of lightning. The recipient gains a +4 bonus to saves, and takes half damage from lightning.

★ FIFTH-LEVEL CLERIC SPELLS ★

Cause Critical Wounds

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cause critical wounds inflicts 6 to 27 hit points of damage on a target.

Conjure Elemental

SPHERE: Earth, Air, Fire, Water **RANGE:** 80 yards **DURATION:** 1 turn/level **AREA OF EFFECT:** Adjacent to caster **SAVING THROW:** None

Conjure elemental allows the cleric to open a gate to its elemental plane and summon an elemental to fight for the cleric in battle. The elemental disappears at the end of the spell's duration.

Cure Critical Wounds

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cure critical wounds heals 6 to 27 hit points of damage, up to a target's normal maximum hit points.

Deflection

SPHERE: Air **RANGE:** 0 **DURATION:** 1 turn + 1 round/level **AREA OF EFFECT:** Caster **SAVING THROW:** None

Deflection creates a gust of wind that settles around the cleric, causing all smaller projectile weapons to miss. Boulders and other large projectiles remain unaffected by the spell. The cleric may still fire missiles while the spell is in effect.

Dispel Evil

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 1 round/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

Dispel evil improves the target's AC by 7 against summoned evil creatures for the duration of the spell, or until the target hits a summoned creature. The creature must make a saving throw when it is hit or be dispelled.

Flame Strike

SPHERE: Fire **RANGE:** 60 yards **DURATION:** Instantaneous **AREA OF EFFECT:** 5' radius by 30' high column **SAVING THROW:** 1/2

Flame strike allows the cleric to call a column of fire down from the heavens onto a target. Any creature within the area of effect must save versus spell. Failure means the creature sustains 6 to 48 points of damage; otherwise, the damage is halved.

Insect Plague

SPHERE: Air **RANGE:** 120 yards **DURATION:** 2 rounds/level **AREA OF EFFECT:** 180' diameter, 60' high cloud **SAVING THROW:** None

Insect plague summons a swarming horde of insects that obscure vision, prevent spellcasting, and inflict 1 hit point of damage per round to creatures within the cloud.

Ironskin

SPHERE: Earth **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

Ironskin gives the recipient immunity to physical attacks by weapons (even enchanted ones), natural animal weapons (such as fangs or claws), and hurled projectiles. Magical attacks still have their normal effect.

Quicksand

SPHERE: Water/Earth **RANGE:** 60 yards **DURATION:** 1 turn + 1 round/level **AREA OF EFFECT:** 30' radius **SAVING THROW:** None

Quicksand causes all unpaved surfaces within the area of effect to become soft and clingy. Anyone passing through the affected area sinks into the quicksand and is held there.

Raise Dead

SPHERE: Cosmos **RANGE:** 30 yards **DURATION:** Permanent **AREA OF EFFECT:** 1 person **SAVING THROW:** None

Raise dead can bring one non-elf¹ character back to life. The chances for success are based on the character's Constitution and how long the character has been dead. The raised character loses 1 point of Constitution (permanently), and is resurrected with only 1 hit point out of his or her total points.

Slay Living

SPHERE: Cosmos **RANGE:** 30 yards **DURATION:** Permanent **AREA OF EFFECT:** 1 person **SAVING THROW:** Special

Slay living is the opposite of the raise dead spell; it kills one target. If the target makes its saving throw, it suffers 3 to 17 hit points of damage.

Wall of Fire

SPHERE: Fire **RANGE:** 80 yards **DURATION:** 1 round/level **AREA OF EFFECT:** 10' + 5/2 levels **SAVING THROW:** None

The wall of fire spell brings forth an immobile, 20-foot tall curtain of magical fire. Creatures passing through the wall take damage from the flames.

¹ Elves are the only race that *cannot* be resurrected.

Psionic Characteristics

Note: The game automatically calculates and displays the range and the area of effect. However, for those interested, statistics appear in the spell/psionics data.

POWER SCORE

Every psionic power is associated with one of the character's basic attributes (Strength, Wisdom, etc.). The psionic power score equals the character's score for that attribute, plus or minus a specific amount. In mathematical terms, the power score \times 5% = the percent chance of successfully activating a power. A character always makes a power check when activating a power. You can check your character's power score for a particular psionic power by pointing at the icon. The number next to the checkmark is your power score. Note that even with a power score of 20 it is possible to occasionally fail your power check.

INITIAL COST

The number of PSPs (Psionic Strength Points) expended when the power is first used. A character failing a power check must expend half this many PSPs. PSPs are recovered at a rate of 3 per hour of walking. Resting, however, restores all expended PSPs. You can check a psionic power's Psionic Point cost by pointing at the power's icon. The number next to the "Pp" is the power's cost.

MAINTENANCE COST

The number of PSPs expended to keep a power operating from the previous round. Maintaining a power does not require a new power check. If no maintenance cost is listed, the power cannot be maintained. The maintenance cost is canceled after combat on all maintainable psionic powers

RANGE

The maximum distance from the psionicist (or psionics user) at which the power can have an effect. Some possibilities are:

- * Ø: Can only be used on the psionicist.
- * Touch: Must physically touch the target.

AREA OF EFFECT

The physical area or number of beings which the power affects. "Personal" means the power only affects the psionicist.

Psychokinesis

* PSYCHOKINETIC SCIENCES *

Detonate

POWER SCORE: Con -3 INITIAL COST: 18 MAINTENANCE COST: na RANGE: 60 yards AREA OF EFFECT: 1 item, 8 cu. ft.

Detonate allows a psionicist to harness the latent energy inside plants or inanimate objects, focus it, and release it explosively. This explosion inflicts 1 to 10 points of damage to any creature within a 10' radius of the blast, and may disintegrate (turn to ashes) an item on the creature.

Disintegrate

POWER SCORE: Wis -4 INITIAL COST: 40 MAINTENANCE COST: na RANGE: 50 yards AREA OF EFFECT: 1 item, 8 cu. ft.

The disintegrate science reduces a creature to microscopic pieces and scatters them. The target must save versus death magic or be turned to ash.

Project Force

POWER SCORE: Con -2 INITIAL COST: 10 MAINTENANCE COST: na RANGE: 200 yards AREA OF EFFECT: na

Project force allows a psionicist to focus a psychokinetic "punch" against a target up to 200 yards away. This attack does 1 to 6 points of damage, plus the AC of the targeted creature.

* PSYCHOKINETIC DEVOTIONS *

Ballistic Attack

POWER SCORE: Con -2 INITIAL COST: 5 MAINTENANCE COST: na RANGE: 30 yards AREA OF EFFECT: 1 item, 1 lb.

Ballistic attack allows a character to throw a small object at extremely high (and deadly) speeds. A successful hit inflicts 1 to 6 points of damage.

Control Body

POWER SCORE: Con -2 INITIAL COST: 8 MAINTENANCE COST: 8/round RANGE: 80 yards AREA OF EFFECT: Individual

Control body allows psychokinetic control of another person's body. In effect, the victim becomes a marionette. The psionicist can force the body to fight on his or her behalf, but with a -6 penalty on attack rolls (using the victim's own THACØ). Note: This is not effective outside combat.

Inertial Barrier

POWER SCORE: Con -3 INITIAL COST: 7 MAINTENANCE COST: 5/round RANGE: Ø AREA OF EFFECT: 3-yard diam.

The inertial barrier is a defense. The psionicist creates a barrier of "elastic" air around him or herself and anyone else within 3 yards. This barrier halves damage from breath weapons, missiles, gas, acid, and ice storms.

Psychometabolism

★ PSYCHOMETABOLIC SCIENCES ★



Animal Affinity

POWER SCORE: Con -4 INITIAL COST: 15 MAINTENANCE COST: 4/round RANGE: 0 AREA OF EFFECT: Personal

Animal affinity allows the psionicist to briefly grow claws that inflict 1 to 10 hit points of damage.



Energy Containment

POWER SCORE: Con -2 INITIAL COST: 10 MAINTENANCE COST: na RANGE: 0 AREA OF EFFECT: Personal

When a psionicist is protected by energy containment, energy attacks such as electricity, cold, fire, heat, and sound have no effect.



Life Draining

POWER SCORE: Con -3 INITIAL COST: 11 MAINTENANCE COST: na RANGE: Touch AREA OF EFFECT: Individual

Psionicists using the life draining science can "drain" up to 6 hit points from another creature. These hit points are temporarily added onto the psionicist's total. The bonus points disappear after an hour, if they haven't already been used.

★ PSYCHOMETABOLIC DEVOTIONS ★



Absorb Disease

POWER SCORE: Con -3 INITIAL COST: 12 MAINTENANCE COST: na RANGE: Touch AREA OF EFFECT: Individual

The power of absorbing disease allows the psionicist to transfer a disease (either natural or magical) from one creature to the psionicist, who can then cure it. The power cannot absorb curses.



Adrenalin Control

POWER SCORE: Con -3 INITIAL COST: 8 MAINTENANCE COST: 4/round RANGE: 0 AREA OF EFFECT: Personal

With adrenalin control, the psionicist temporarily boosts his or her Strength from 1 to 6 points. All bonuses for extra Strength apply while the power is in effect.



Biofeedback

POWER SCORE: Con -2 INITIAL COST: 6 MAINTENANCE COST: 3/round RANGE: 0 AREA OF EFFECT: Personal

With biofeedback, the psionicist can control the flow of blood through the body. This is used to reduce damage from attacks by 2, and the psionicist also improves (reduces) his or her AC by 1.



Body Weaponry

POWER SCORE: Con -3 INITIAL COST: 9 MAINTENANCE COST: 4/round RANGE: 0 AREA OF EFFECT: Personal

Body weaponry allows the psionicist to temporarily use one arm as if it were a weapon. The arm becomes as strong as wood or steel. However, the arm cannot imitate bows of any sort, nor can it become a weapon that the psionicist cannot normally use.



Cell Adjustment

POWER SCORE: Con -3 INITIAL COST: 5 MAINTENANCE COST: 0 RANGE: Touch AREA OF EFFECT: Individual

Cell adjustment allows the psionicist to heal wounds and cure diseases. Cell adjustment cannot remove curses.



Displacement

POWER SCORE: Con -3 INITIAL COST: 6 MAINTENANCE COST: 3/round RANGE: 0 AREA OF EFFECT: Personal

Displacement mimics the power of a displacer beast to project an image of itself up to three feet away. The image draws attacks that would otherwise be directed at the psionicist. The psionicist improves (reduces) his or her AC by 2 when displaced.



Enhanced Strength

POWER SCORE: Wis -3 INITIAL COST: Varies MAINTENANCE COST: Varies RANGE: 0 AREA OF EFFECT: Personal

Enhanced Strength allows the psionicist to increase his or her Strength to 24. The initial PSP cost is twice the number of added points; the cost to maintain the extra points per round equals the number of new points.



Flesh Armor

POWER SCORE: Con -3 INITIAL COST: 8 MAINTENANCE COST: 4/round RANGE: 0 AREA OF EFFECT: Personal

With flesh armor, the psionicist temporarily transforms his or her own flesh into a type of armor based on his or her level. Because the armor becomes part of the body, the psionicist suffers no penalties for its use.



Graft Weapon

POWER SCORE: Con -5 INITIAL COST: 10 MAINTENANCE COST: 1/round RANGE: Touch AREA OF EFFECT: Personal

Graft weapon allows the psionicist to take a weapon and make it part of the body. Attacks with this weapon are at a +1 bonus to hit. The weapon, once grafted, cannot be switched with another.



Lend Health

POWER SCORE: Con -1 INITIAL COST: 4 MAINTENANCE COST: na RANGE: Touch AREA OF EFFECT: Individual

Lend health allows the psionicist to transfer hit points to another character. The psionicist can transfer as many hit points as he or she wants, as long as the target's maximum or his or her own minimum hit point level is not exceeded.



Share Strength

POWER SCORE: Con -4 INITIAL COST: 6 MAINTENANCE COST: 2/round RANGE: Touch AREA OF EFFECT: Individual

With share Strength, the psionicist transfers his or her own Strength points to another. Two points are taken from the psionicist for every one received.

Telepathy

A number of psychic defenses are available as telepathic sciences or devotions. When characters are attacked, the game automatically activates whichever defense it deems appropriate for the situation. Defenses such as mind blank and tower of iron will be controlled by the game.

★ TELEPATHIC SCIENCES ★



Domination

POWER SCORE: Wis -4 INITIAL COST: Varies MAINTENANCE COST: Varies RANGE: 30 yards AREA OF EFFECT: Individual

Domination allows a psionicist to take control of another's mind, forcing the victim to do as the psionicist wishes. The psionicist can then make use of the subject's abilities and powers. The PSP cost to establish and maintain domination depends on the subject. Note: This is not effective outside combat.



Mass Domination

POWER SCORE: Wis -6 INITIAL COST: Varies MAINTENANCE COST: Varies RANGE: 40 yards AREA OF EFFECT: Up to 5 creatures

Mass domination is identical to domination except that up to 5 creatures can be controlled at once. The PSP cost to establish and maintain mass domination depends on the subjects. Note: This is not effective outside combat.



Psychic Crush

POWER SCORE: Wis -4 INITIAL COST: 7 MAINTENANCE COST: na RANGE: 50 yards AREA OF EFFECT: Individual

A psychic crush is an attack on another psionicist's mind. The attack can inflict up to 6 hit points of damage.



Superior Invisibility

POWER SCORE: Int -5 INITIAL COST: Varies MAINTENANCE COST: 5/round RANGE: 100 yards AREA OF EFFECT: Personal

Superior invisibility makes the psionicist nearly undetectable. The user cannot be seen, makes no sound, and has no scent. Superior invisibility is dispelled if the psionicist attacks. The initial PSP cost varies depending on the number of creatures the psionicist is protecting against. Note: This is not effective outside combat.



Tower of Iron Will

POWER SCORE: Wis -2 INITIAL COST: 6 MAINTENANCE COST: na RANGE: 0 AREA OF EFFECT: 1 yard

Tower of iron will wards the psionicist against unwanted contact by other psionicists. A psionicist can initiate one other psionic power while thus warded.

★ TELEPATHIC DEVOTIONS ★



Ego Whip

POWER SCORE: Wis -3 INITIAL COST: 4 MAINTENANCE COST: na RANGE: 40/80/120 yards AREA OF EFFECT: Individual

Ego whip is another psionic mind attack. The psionicist attacks the target's ego, leaving it with feelings of inferiority. The target is stunned for 1 to 4 rounds.



Id Insinuation

POWER SCORE: Wis -4 INITIAL COST: 5 MAINTENANCE COST: na RANGE: 60/120/180 yards AREA OF EFFECT: Individual

Id insinuation is another psionic mind attack. The psionicist unleashes the target's id, pitting it in a moral struggle against the target's superego. The resulting moral dilemma paralyzes the target for 1 to 4 rounds. Note: This is not effective outside combat.



Intellect Fortress

POWER SCORE: Wis -3 INITIAL COST: 4 MAINTENANCE COST: na RANGE: 0 AREA OF EFFECT: 3-yd. radius

Intellect fortress is a telepathic defense against psionic attacks. All minds within the area of effect are also protected.



Mental Barrier

POWER SCORE: Wis -2 INITIAL COST: 3 MAINTENANCE COST: na RANGE: 0 AREA OF EFFECT: Personal

Mental barrier is another telepathic defense against psionic attacks, though it only protects the psionicist. Psionicists can use other psionic powers while protected by a mental barrier.



Mind Bar

POWER SCORE: Int -2 INITIAL COST: 6 MAINTENANCE COST: 4/round RANGE: 0 AREA OF EFFECT: Personal

Mind bar gives the psionicist 75% magic resistance to mind-affecting spells such as charm and feblemind.



Mind Blank

POWER SCORE: Wis -7 INITIAL COST: 0 MAINTENANCE COST: 0 RANGE: 0 AREA OF EFFECT: Personal

Mind blank is another telepathic defense against psionic attacks. The psionicist can initiate other psionic powers while protected by mind blank. Unlike the other defensive modes, mind blank costs nothing to maintain, so it is always "on."



Psionic Blast

POWER SCORE: Wis -5 INITIAL COST: 10 MAINTENANCE COST: na RANGE: 20/40/60 yards AREA OF EFFECT: Individual

A psionic blast tricks an opponent into believing that it has lost 80% of its hit points. When it loses 20% of its hit points, the creature falls unconscious.



Synaptic Static

POWER SCORE: Int -4 INITIAL COST: 15 MAINTENANCE COST: 10/round RANGE: 0 AREA OF EFFECT: 20/50/90 yards

Synaptic static interferes with psionic abilities, preventing all (including the psionicist who initiated the power) from using psionics until the effect ends.



Thought Shield

POWER SCORE: Wis -3 INITIAL COST: 1 MAINTENANCE COST: na RANGE: 0 AREA OF EFFECT: Personal

A thought shield protects the psionicist's mind from psionic attacks. The psionicist may initiate another psionic power while protected by a thought shield.

* APPENDIX *

PRESERVER / CLERIC SPELL INDEX

Abjure	74	Cure Blindness or Deafness	72
Aid	70	Cure Critical Wounds	77
Armor	56	Cure Disease	72
Barkskin	70	Cure Light Wounds	68
Bestow Curse	72	Cure Serious Wounds	75
Bless	68	Curse	68
Blink	60	Deflection	77
Blood Flow	74	Dehydrate	75
Blur	58	Detect Invisibility	58
Burning Hands	56	Dismissal	65
Cause Blindness or Deafness	72	Dispel Evil	77
Cause Critical Wounds	77	Dispel Magic (Cleric)	72
Cause Disease	72	Dispel Magic (Preserver)	60
Cause Fear	68	Domination	65
Cause Light Wounds	68	Dust Cloud	75
Cause Serious Wounds	74	Dust Devil	70
Chaos	65	Enlarge	56
Charm Monster	62	Entangle	68
Charm Person	56	Evard's Black Tentacles	62
Charm Person or Mammal	70	Fear	62
Chill Touch	56	Feeblemind	66
Cloak of Bravery	74	Find Traps	70
Cloak of Fear	74	Fire Shield	62
Cloudkill	65	Fireball	60
Color Spray	56	Flame Arrow	60
Condense	74	Flame Blade	71
Cone of Cold	65	Flame Strike	77
Confusion	62	Flaming Sphere	58
Conjure Elemental (Cleric)	77	Focus Heat	75
Conjure Elemental (Preserver)	65	Fog Cloud	58
Conjure Lesser Elemental	72	Free Action	75

Gaze Reflection	57	Protection from Fire	73
Glitterdust	58	Protection from Lightning	76
Grease	57	Protection from Normal Missiles	61
Haste	60	Protection from Paralysis	59
Hold Monster	66	Quicksand	78
Hold Person (Cleric)	71	Rainbow Pattern	63
Hold Person (Preserver)	60	Raise Dead	78
Hold Undead	60	Remove Curse (Cleric)	73
Ice Storm	62	Remove Fear	69
Improved Invisibility	62	Remove Paralysis	73
Insect Plague	78	Resist Cold	71
Invisibility	58	Resist Fire	71
Invisibility to Undead	68	Scare	59
Ironskin	78	Shield	57
Lightning Bolt	61	Shillelagh	69
Lower Resistance	66	Shocking Grasp	57
Magic Missile	57	Slay Living	78
Magical Stone	69	Slow	61
Magical Vestment	73	Solid Fog	63
Melf's Acid Arrow	59	Spirit Armor	61
Melf's Minute Meteors	61	Spiritual Hammer	71
Minor Globe of Invulnerability	63	Stinking Cloud	59
Minor Malison	61	Stoneskin	63
Minor Spell Turning	63	Strength	59
Mirror Image	59	Summon Insects	73
Monster Summoning I	61	Summon Shadow	66
Monster Summoning II	63	Turn Pebble to Boulder	63
Monster Summoning III	66	Vampiric Touch	61
Negative Plane Protection	73	Wall of Fire (Cleric)	78
Neutralize Poison	75	Wall of Fire (Preserver)	64
Poison	75	Wall of Fog	57
Prayer	73	Wall of Force	66
Produce Fire	76	Wall of Ice	64
Protection From Evil	69	Wall of Stone	66
Protection from Evil, 10' Radius	76	Web	59

PSIONIC POWER INDEX

Absorb Disease	81	Id Insinuation	85
Adrenalin Control.....	81	Inertial Barrier.....	80
Animal Affinity	81	Intellect Fortress.....	85
Ballistic Attack	80	Lend Health	83
Biofeedback.....	82	Life Draining	81
Body Weaponry	82	Mass Domination	84
Cell Adjustment.....	82	Mental Barrier	85
Control Body	80	Mind Bar	85
Detonate.....	80	Mind Blank	85
Disintegrate.....	80	Project Force	80
Displacement	82	Psionic Blast.....	86
Domination	84	Psychic Crush	84
Ego Whip	85	Share Strength.....	83
Energy Containment	81	Superior Invisibility.....	84
Enhanced Strength.....	82	Synaptic Static	86
Flesh Armor.....	82	Thought Shield	86
Graft Weapon.....	83	Tower of Iron Will	84

RACIAL ABILITY ADJUSTMENTS TABLE

RACE	ADJUSTMENTS
DWARF.....	+2 Constitution, +1 Strength, -1 Dexterity, -2 Charisma
ELF.....	+2 Dexterity, +1 Intelligence, -1 Wisdom, -2 Constitution
HALF-ELF.....	+1 Dexterity, -1 Constitution
HALF-GIANT	+4 Strength, +2 Constitution, 2 Intelligence, -2 Wisdom, -2 Charisma
HALFLING.....	+2 Dexterity, +2 Wisdom, -1 Constitution, -1 Charisma, -2 Strength
MUL	+2 Strength, +1 Constitution, -1 Intelligence, -2 Charisma
THRI-KREEN.....	+2 Dexterity, +1 Wisdom, -1 Intelligence, -2 Charisma

LEVEL ADVANCEMENT TABLES*** FIGHTER**

LEVEL	EXP	HIT POINTS
1	0	1-10
2	2,000	+(1-10)
3	4,000	+(1-10)
4	8,000	+(1-10)
5	16,000	+(1-10)
6	32,000	+(1-10)
7	64,000	+(1-10)
8	125,000	+(1-10)
9	250,000	+(1-10)

*** PRESERVER**

LEVEL	EXP	HIT POINTS
1	0	1-4
2	2,500	+(1-4)
3	5,000	+(1-4)
4	10,000	+(1-4)
5	20,000	+(1-4)
6	40,000	+(1-4)
7	60,000	+(1-4)
8	90,000	+(1-4)
9	135,000	+(1-4)

*** GLADIATOR**

LEVEL	EXP	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)

*** CLERIC**

LEVEL	EXP	HIT POINTS
1	0	1-8
2	1,500	+(1-8)
3	3,000	+(1-8)
4	6,000	+(1-8)
5	13,000	+(1-8)
6	27,500	+(1-8)
7	55,000	+(1-8)
8	110,000	+(1-8)
9	225,000	+(1-8)

*** RANGER**

LEVEL	EXP	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)

*** DRUID**

LEVEL	EXP	HIT POINTS
1	0	1-8
2	1,500	+(1-8)
3	3,000	+(1-8)
4	6,000	+(1-8)
5	13,000	+(1-8)
6	27,500	+(1-8)
7	55,000	+(1-8)
8	110,000	+(1-8)
9	225,000	+(1-8)

LEVEL ADVANCEMENT TABLES, cont.*** THIEF**

LEVEL	EXP	HIT POINTS
1	0	1-6
2	1,250	+(1-6)
3	2,500	+(1-6)
4	5,000	+(1-6)
5	10,000	+(1-6)
6	20,000	+(1-6)
7	40,000	+(1-6)
8	70,000	+(1-6)
9	110,000	+(1-6)

*** PSIONICIST**

LEVEL	EXP	HIT POINTS
1	0	1-6
2	2,200	+(1-6)
3	4,400	+(1-6)
4	8,800	+(1-6)
5	16,500	+(1-6)
6	30,000	+(1-6)
7	55,000	+(1-6)
8	100,000	+(1-6)
9	200,000	+(1-6)

SPELL PROGRESSION & SPELL BONUS TABLES*** CLERIC WISDOM SPELL BONUS TABLE**

WISDOM SCORE	SPELL LEVEL	1	2	3	4	5
15	2	1	-	-	-	-
16	2	2	-	-	-	-
17	2	2	1	-	-	-
18	2	2	1	1	-	-
19	3	2	1	2	-	-
20	3	3	1	3	-	-
21	3	3	2	3	1	-
22	3	3	2	4	2	-

*** PRESERVER SPELL PROGRESSION TABLE**

PRESERVER LEVEL	SPELL LEVEL	1	2	3	4	5
1	1	1	-	-	-	-
2	2	2	-	-	-	-
3	2	1	-	-	-	-
4	3	2	-	-	-	-
5	4	2	1	-	-	-
6	4	2	2	-	-	-
7	4	3	2	1	-	-
8	4	3	3	2	-	-
9	4	3	3	2	1	-

*** CLERIC SPELL PROGRESSION TABLE**

LEVEL	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	3	3	1	-	-
6	3	3	2	-	-
7	3	3	2	1	-
8	3	3	3	2	-
9	4	4	3	2	1

Hotkeys

A Toggles animations on/off
C Brings up Cast Spells/Use Psionics screen
E Brings up Current Spell/Effects screen
G Sets character to Guard (in combat)
H Centers screen on leader
I Brings up View Inventory screen
N Targets next opponent (in combat)
O Brings up overhead map
P Targets previous opponent (in combat)
Q Ends character's turn (in combat)
U Brings up Cast Spells/Use Psionics screen
V Brings up View Character screen
W Sets character to Wait (in combat)

Y/N Answers Yes/No questions

Alt-X: Quits SHATTERED LANDS
Esc: Exits all menus; quits SHATTERED LANDS if no menus on screen
Tab: Brings up Game Menu
Space: Turns off computer control (in combat); from Character Options screens, brings up modify character menu

1-4: Sets corresponding character as leader
5: All character icons shown when moving
6: Only leader icon shown when moving

Note: In conversations with NPCs, numbers 1-5 select the associated line from the list of possible responses

F1: Saves game
F2: Loads game
F3: Quits game
F4: Toggles music on/off
F5: Toggles sound effects on/off
F6: Toggles animations on/off

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